

It's Prima's goal with this Essential Guide to enhance your skills and equip you with the tools necessary to complete every aspect of the single player campaign. This guide puts all the vital information at your fingertips, showing you exactly where to go to complete every mission, uncover every unlockable, develop every weapon, and obtain every codename and insignia. It's sleek, portable, packed with information, and its spiral binding will ensure you keep your place so you can play on the go. While multiplayer is not covered in this product, the individual mission strategies are extremely effective in both multiplayer modes and offer a tactical edge when fighting with (or against) friends. So pay close attention to the strategies presented in this field guide and learn to develop your fledgling mercenary group into a major player in the treacherous geo-political arena of the Cold War.

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# 1: INTRODUCTION

## THE STORY SO FAR...

The year was 1964. The world was firmly in the grip of the Cold War, divided into East and West. One of America's heroes had defected to the Soviet Union. She was known as "The Boss," the mother of the special forces and the soldier said to have led the Allies to victory in World War II. However, the American-made nuclear warhead she took with her was used to destroy a Soviet research facility.

Facing full-scale nuclear war, the leaders of the world's superpowers held top-secret talks to avoid Armageddon. The Soviet Union wanted assurance that this was not the work of Uncle Sam. They wanted America to eliminate one of its most legendary soldiers, The Boss. The person assigned to the mission was her closest apprentice, the soldier known as "Snake."

Snake made the anguished journey into enemy territory, eventually confronting and killing The Boss at a fortress called Groznyj Grad, proving America's innocence and avoiding nuclear holocaust. Having saved the world, Snake was hailed a true hero and given the title "Big Boss." Following the award ceremony, however, Snake disappeared.

Welcome to the official game guide for *Metal Gear: Peace Walker*. The events in *Peace Walker* fill a critical gap in the *Metal Gear* saga, taking place 10 years after *Metal Gear Solid 3: Snake Eater* and four years after *Metal Gear Solid: Portable Ops*. While the Cold War continues to fester, Snake and his business partner Kazuhira Miller have set up a private military company operating out of Colombia. *Militaires Sans Frontières* (Soldiers without Borders) is Snake's attempt to build an independent military state—a precursor to Outer Heaven. But Snake is forced to face his past when a recent audio recording containing The Boss's voice is presented to him by a professor from Costa Rica. Apparently, Costa Rica is being overrun by a shadowy military group and the professor wants to hire MSF to run them out of the country. Snake is reluctant to take the job at first, but hearing The Boss's voice seals the deal and sets the stage for Snake's next adventure.

## CHARACTERS

### ■ Snake

**Skill:** MSF Commander

**Effect on Mother Base:** N/A

Former member of the CIA Special Forces Unit, "Fox." An expert in combat and stealth infiltration, Snake is a legendary hero who once rescued the world from the brink of all-out nuclear war. Snake holds the title of "Big Boss" for eliminating "The Boss"—a legendary woman known in intelligence circles as the mother of the world's modern Special Forces. Residing in Colombia, he now leads a mercenary group known as MSF (*Militaires Sans Frontières*), AKA "Soldiers without Borders."



### ■ Kazuhira Miller

**Skill:** MSF Deputy Commander

**Effect on Mother Base:** Increases morale of all staff assigned on team.

Miller plays a vital role in the management of MSF and supports Snake during his missions. The child of an American GHQ officer and a Japanese woman, he was born during Japan's occupation by U.S. military forces and was given the name Kazuhira—a name that represents peace in Japanese. Upon graduating from college in the United States, he joined the Japanese Self-Defense Force. After being discharged, he drifted from one region to another as a mercenary, eventually meeting Snake in Colombia.





## Paz

**Skill:** Home Cooking

**Effect on Mother Base:** When part of the Mess Hall Team, increases morale of all MSF staff.

A young Costa Rican girl who cherishes peace. She is studying the nation's Peace Constitution under the guidance of Professor Galvez at the yet-to-be-sanctioned United Nations University of Peace. She was held captive by the mysterious armed force initiating military deployment in various parts of Costa Rica. She, alongside Galvez, entreats MSF to eliminate the armed force and restore peace to the nation. Her name, Paz, means peace in Spanish.

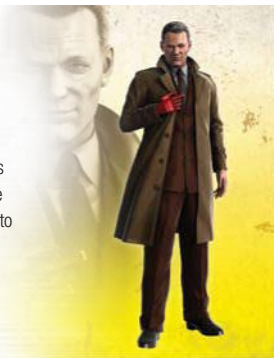


## Professor Galvez

**Skill:** N/A

**Effect on Mother Base:** N/A

A professor who has lectured on the subject of peace for decades, Galvez currently teaches at Costa Rica's University of Peace. He accepts Paz's request to ask MSF to investigate the armed force that threatens the region. However, there is more to Galvez than meets the eye...



## Amanda

**Skill:** FSLN Comandante

**Effect on Mother Base:** When part of the Combat Team, the guerrillas' morale will rise.

The daughter of the comandante of the Frente Sandinista de Liberación Nacional (FSLN) and a guerrilla fighter who aims to spark a revolution in Nicaragua. She fled to Costa Rica to escape persecution, but her father was killed by a mysterious armed group, and the task of leading the Frente fell to her.



## Chico

**Skill:** N/A

**Effect on Mother Base:** N/A

Amanda's younger brother, Chico, is surprisingly resourceful for his age. Growing up within the FSLN has instilled him with a sense of loyalty and duty. He sees himself as a warrior and feels his sister is far too overprotective.





## Huey

**Skill:** Bipedal Weapons Design

**Effect on Mother Base:** When part of the R&D Team, a development division for bipedal weapons will be established.

The son of a Manhattan Project scientist, Huey is dedicated to the concept of peace through nuclear deterrence. Confined to a wheelchair since early childhood, ironically he has become one of the world's foremost leading researchers in bipedal weapons design.

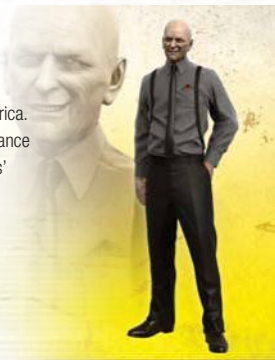


## Coldman

**Skill:** N/A

**Effect on Mother Base:** N/A

Coldman is the CIA's Station Chief in Central America. He fully understands the region's strategic importance and is committed to maintaining the United States' sphere of influence, despite recent meddling by the KGB.



## Cécile

**Skill:** Bird Watcher

**Effect on Missions:** Tracking enemy soldiers in the center of the screen with Binoculars will have same effect as Enemy Search.

A French ornithologist, she came to Costa Rica to research Central American bird populations, but got lost among some mysterious ruins and was taken captive by persons unknown.



## Dr. Strangelove

**Skill:** AI Development Technology

**Effect on Mother Base:** AI can be installed on Metal Gear ZEKE.

Once a promising young scientist at NASA, Dr. Strangelove later moved to the U.S. Defense Advanced Research Projects Agency (DARPA) and devoted herself to AI research. She is a misanthrope and rarely deigns to show herself around other people.



## HOW TO USE THIS EGUIDE

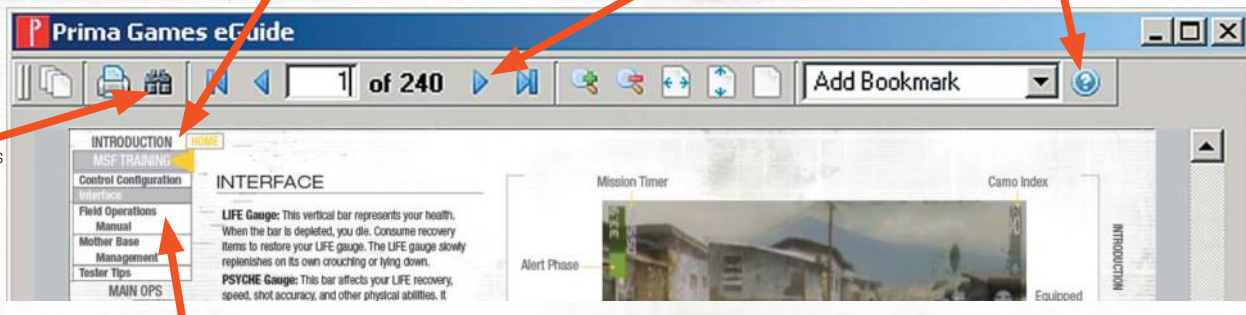
This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Metal Gear Solid: Peace Walker* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the *Metal Gear Solid: Peace Walker* eGuide.

For any other questions about your *Metal Gear Solid: Peace Walker* eGuide, check out the help button.

Enter keywords to find a specific word or phrase.

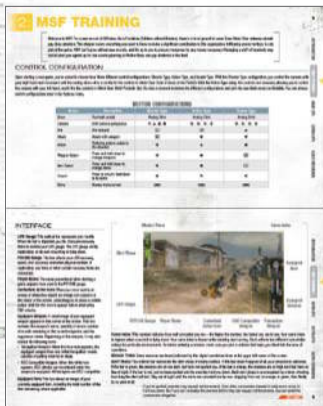


Within each *Metal Gear Solid: Peace Walker* eGuide section, all sub-sections are displayed for easy navigation.

## HOW TO USE THIS GUIDE

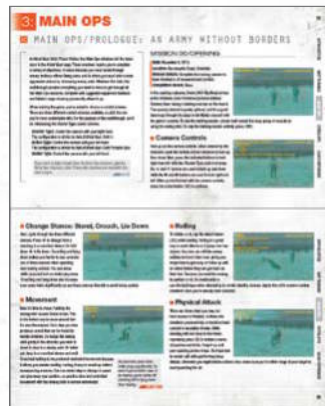
Now that you know the backstory and have familiarized yourself with the main characters, it's time to get to work. The information in this guide includes everything you need to complete all Main Ops and Extra Ops missions. Here's a quick look at the guide's content.

## ■ MSF Training



Whether you're a *Metal Gear* veteran or a new recruit, study this chapter to understand the ins and outs of field operations. This chapter also details the finer points of managing MSF's staff at Mother Base to ensure you get the most out of your personnel. The chapter concludes with expert hints and tips provided by the game's testers.

## ■ Main Ops



Snake is back in action, this time with the full support of MSF, as he tries to uncover what's really going on in Costa Rica. Follow the step-by-step walkthrough in this chapter to complete all the Main Ops missions. Detailed maps accompany every mission, showing the path of least resistance as well as the locations of weapon/item design specs, uniforms, ammo, and prisoners awaiting rescue. The walkthrough is also peppered with useful tips for managing your staff back at Mother Base.

### ■ Extra Ops



In addition to the Main Ops missions, there are 128 Extra Ops missions, all covered in this chapter. As you progress through the Main Ops missions, more and more Extra Ops missions are unlocked. So when taking a time out from the Main Ops, play these side missions to earn experience and obtain new equipment. For the most challenging Extra Ops missions, reference the maps in this chapter to find the quickest path. These maps also reveal the locations of all pick-ups and prisoners too, making sure you don't miss a thing.

## ■ Quick Reference



Flip to the back of the guide to view a variety of quick reference tables packed with vital data. These tables include information on all weapons and items in the game, detailing their development requirements and locations. Rewards for each Outer Ops mission are also revealed. And if you're trying to earn all Code Names and Insignias, then look no further. The game also holds a number of secrets—learn what it takes to unlock each bit of hidden content.



## 2: MSF TRAINING

Welcome to MSF. For a new recruit of *Militaires Sans Frontières* (Soldiers without Borders), there's a lot of ground to cover. Even *Metal Gear* veterans should pay close attention. This chapter covers everything you need to know to make a significant contribution to this organization. Infiltrating enemy territory is only part of the game. MSF can't grow without new recruits, and it's up to you to procure manpower by any means necessary. Managing a staff of hundreds may not be what you signed up for, but careful planning at Mother Base can pay dividends in the field.

## CONTROL CONFIGURATION

Upon starting a new game, you're asked to choose from three different control configurations: Shooter Type, Action Type, and Hunter Type. With the Shooter Type configuration, you control the camera with your right hand and movement with the analog stick—this is similar to the controls in *Metal Gear Solid 4: Guns of the Patriots*. With the Action Type setup, the controls are reversed, allowing you to control the camera with your left hand, much like the controls in *Metal Gear Solid: Portable Ops*. So take a moment to review the different configurations and pick the one that's most comfortable. You can always switch configurations later in the Options menu.

## BUTTON CONFIGURATIONS

Action	Description	Shooter Type	Action Type	Hunter Type
Move	Run/walk quietly	Analog Stick	Analog Stick	Analog Stick
Camera	Shift camera perspective	×, ▲, ●, ■	⬇️, ⬅️, ➡️, ⬆️	⬇️, ⬅️, ➡️, ⬆️
Aim	Aim weapon	Ⓛ	Ⓡ	▲
Attack	Attack with weapon	Ⓡ	●	■
Action	Performs actions suited to the situation	⬇️	▲	●
Weapon Select	Press and hold down to change weapons	⬇️	●	Ⓡ
Item Select	Press and hold down to change items	⬇️	●	Ⓛ
Crouch	Press to crouch; hold down to lie down	⬇️	×	×
Menu	Access menu screen	START	START	START

## INTERFACE

**LIFE Gauge:** This vertical bar represents your health. When the bar is depleted, you die. Consume recovery items to restore your LIFE gauge. The LIFE gauge slowly replenishes on its own crouching or lying down.

**PSYCHE Gauge:** This bar affects your LIFE recovery, speed, shot accuracy, and other physical abilities. It replenishes over time or when certain recovery items are consumed.

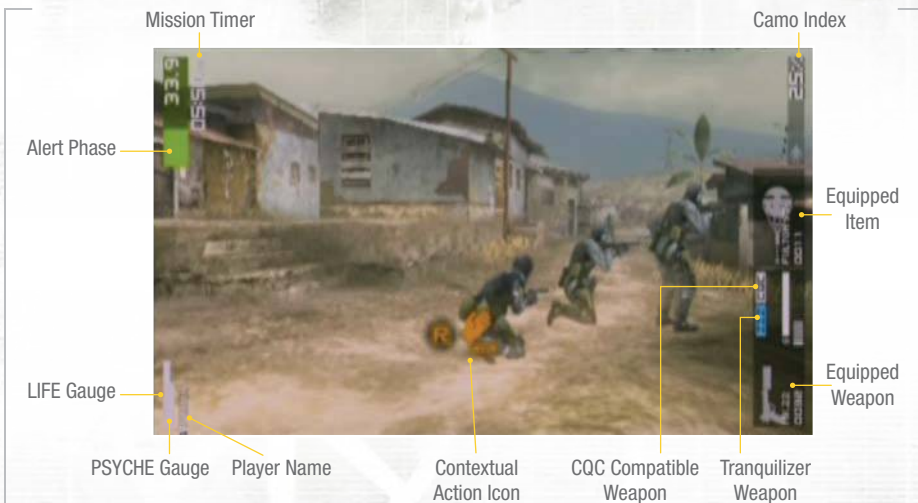
**Player Name:** The name you entered when starting a game appears here, next to the PSYCHE gauge.

**Contextual Action Icon:** When you move next to an enemy or interactive object, an orange icon appears in the center of the screen, prompting you to press a certain button. Wait for this icon to appear before attempting CQC attacks.

**Equipped Weapon:** A small image of your equipped weapon appears in this corner of the screen. This box includes the weapon's name, quantity of ammo, number of rounds remaining in the current magazine, and the suppressor status. Depending on the weapon, it may also contain the following icons:

- **Tranquilizer Weapon:** When this blue icon appears, the equipped weapon fires non-lethal tranquilizer rounds capable of putting enemies to sleep.
- **CQC Compatible Weapon:** When this white icon appears, CQC attacks can be initiated while this weapon is equipped. All handguns are CQC compatible.

**Equipped Item:** This box shows an image of your currently equipped item, including the total number of the item remaining, where applicable.



**Camo Index:** This number indicates how well concealed you are—the higher the number, the harder you are to see. Your camo index is highest when crouched or lying down. Your camo index is lowest while standing and running. Each uniform has different camo index ratings for particular environments. So before entering a mission, make sure you pick a uniform that helps you blend into the area of operations.

**Mission Timer:** Some missions are timed, indicated by this digital countdown timer in the upper left corner of the screen.

**Alert Phase:** This colored bar represents the alert status of enemy soldiers. If this bar doesn't appear at all, your presence is unknown. If the bar is green, the enemies are on low alert, but have not spotted you. If the bar is orange, the enemies are on high alert but have no line of sight. If the bar is red, you've been spotted and the enemies hunt you down. Each alert phase is accompanied by a timer, showing how long the alert will last. Stay out of sight until the alerts are canceled one by one, dropping from red, to orange, to green, then finally to no alert at all.

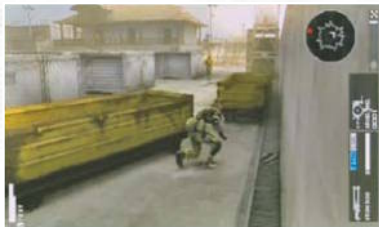
If you're spotted, enemies may request reinforcements. Soon after, commandos dressed in body armor arrive to hunt you down. But if you can neutralize the enemies before they can request reinforcements, you can avoid the commandos altogether.

## FIELD OPERATIONS MANUAL

Before deploying on your first mission it's a good idea to familiarize yourself with the standard operating procedures of an MSF field operative. Study this section to learn the basics of movement and combat, as well as review common weapons and equipment required to complete your missions.

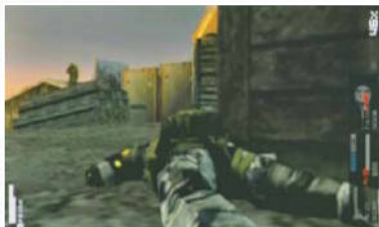
## Movement

Regardless of which control configuration you choose, the analog stick always controls movement. There are two basic forms of movement: running and walking. To run, move the analog stick to its outer perimeters, pushing it in the direction you wish to run. Running is the fastest form of movement, but it's also the least stealthy. While running, your boots slam into the ground, potentially attracting unwanted attention. Your camo index is also compromised while you're running, making you easier to spot. If you need to move fast while in the presence of enemy units, it's recommended to do so while crouching. This will minimize noise and help preserve your camo index. In addition to running, you can walk by gently nudging the analog stick in the direction you wish to move. This is much slower than running, but it's also stealthier, making you harder to see and hear. For best results, walk while in a crouched stance. This is the best way to sneak around enemy units without being detected.



## Stances

You can choose among three stances: standing, crouching, and lying down. Throughout the course of the game, you'll spend most of your time sneaking around. For this reason, it's best to remain in a crouched stance. This helps maximize your camo index and reduces the sound produced when you're walking



or running. You can also lie down on the ground. While lying down, your camo index is at its highest, making you extremely difficult to see. However, you cannot move while lying down. Still, lying down at the right time can mean the difference between raising an alert and continuing with your mission undetected. So if there's an enemy soldier who looks in your direction, it's better to simply lie down on your belly than attempt to run behind cover—as soon as you move, chances are you'll be spotted. So lie down and stay still until the enemy turns away.

## Combat

No matter how careful you are, there are times when you must neutralize enemies. There are a couple of ways to go about this. You can either knock them out with Close Quarter Combat (CQC) attacks or simply target them with a ranged weapon. However, it's always best to look for non-lethal solutions during any encounter. This will improve your mission clear rating and boost your Heroism score, making it easier to attract new recruits to MSF.

### CQC

Hand-to-hand combat is one of the most effective methods to silently neutralize enemies. Of all the methods at your disposal, the restraint is the most effective. When within range of an enemy, look for the orange CQC icon to appear in the middle of the screen, then press and hold the attack button. This puts the enemy in a choke hold. While held in this position, the enemy cannot sound an alert and is eventually rendered unconscious—look for the yellow stars circling around their head. For best results, always initiate a restraint from behind the enemy, giving them no chance to call out for help. Also, perform this attack out of sight of other enemies. If enemies see you choking out one of their comrades, they'll sound an alert and request reinforcements.





For a complete rundown of all CQC methods, review the opening tutorial in the Main Ops chapter.

NOTE

## Ranged Combat

MSF operatives have a wide variety of weapons at their disposal. But only a few are capable of silently neutralizing enemies with non-lethal results. The most versatile weapon in the MSF arsenal is the Mk.22 tranquilizer pistol. This pistol is equipped with a sound suppressor and fires tranquilizer rounds capable of putting enemies to sleep. When operating tranquilizer-based weapons, always aim for the head. One shot to the head is enough to put anyone to sleep instantly, unless they're wearing a helmet. If you can't score a headshot, try to hit the target as close to their head as possible to ensure they fall asleep quickly. Or simply pump them with multiple tranquilizer rounds until they fall over. But make each shot count. You can't carry a ton of tranquilizer rounds, plus each shot fired reduces the effectiveness of the weapon's sound suppressor.



## Standard-issue Equipment

Before heading into the field for the first time, it's important to familiarize yourself with the following gear.

### Stun Rod

The Stun Rod is a non-lethal weapon and is always present in your inventory. This hand-held



device is capable of delivering a powerful electrical jolt to its target, causing immediate unconsciousness. But to use this weapon you must be really close. For best results, sneak up behind an enemy and zap him. Continuing applying electricity to the target until he falls over. Stopping the attack prematurely may result in an alert, as your target recovers and goes on the attack. The Stun Rod is battery powered and must recharge after each deployment. So give it time to recharge before using it again.

## Weapons

Rank/Name

Usage Level

Ammo Type

Mag. Capacity

Weight

Power

Stopping Power

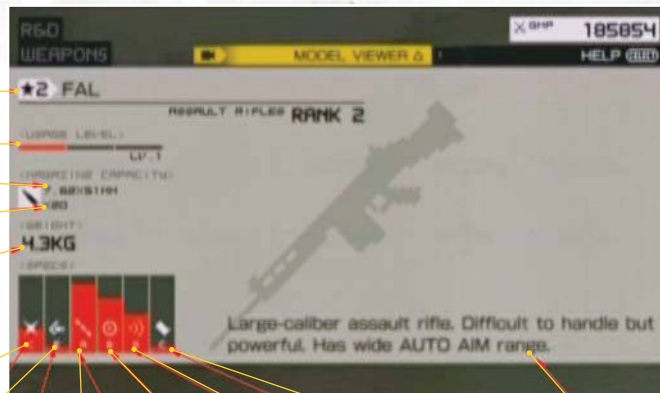
Rapid Fire

Firing Spread

Camo Index

Capacity

Description



WEAPON SPECS

Each weapon in the game has its own unique characteristics. Before starting a mission, be sure to pick the right tools for the job. Weapons are divided into the following nine categories. For a complete list of every weapon in the game, flip to the Quick Reference chapter at the back of the guide.

**Handguns:** These small-caliber weapons don't pack a big punch, but they're all CQC compatible, allowing you to perform CQC actions while equipped.

**Shotguns:** Loud and devastating at close range, shotguns are best suited for short-range firefights.

**Assault Rifles:** These rifles offer a good balance of accuracy and rate of fire, making them a good choice whenever engaging hostile units.

**Submachine Guns:** These weapons are less accurate and powerful than assault rifles, but still pack a punch thanks to their blazing rates of fire.

**Sniper Rifles:** When it comes to long-range combat, these rifles are unparalleled in accuracy and power. Use their scopes to zoom in on targets and score headshots.

**Machine Guns:** These weapons have enormous magazines, allowing you to fire automatically for long durations without reloading—ideal for boss battles.

**Missiles:** When you need to inflict the most damage possible, use one of these weapons. Some missiles are equipped with their own guidance systems too, allowing you to lock on to fast-moving vehicles.

**Throwing Weapons:** Hand-tossed grenades come in several varieties. Standard grenades are lethal, but the Stun, Smoke, and Chaff variants are essential when seeking non-lethal solutions.

**Placeable Weapons:** These weapons are placed on the ground and can be used to inflict heavy damage or simply to distract enemies.

Both the Stun and Sleep Gas Grenades are extremely useful for knocking out large clusters of enemies.

TIP

## Recovery Items

Throughout each mission, you must constantly monitor your LIFE and PSYCHE gauges. Recovery items, like Rations, can be consumed to refill these gauges. During tense combat situations, it's advisable to keep a recovery item equipped. This will prevent you from dying if your LIFE gauge is depleted. As long as a recovery item is equipped, it's automatically consumed when the LIFE gauge reaches zero.

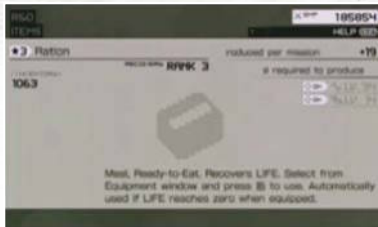
Most recovery items refill either the LIFE or PSYCHE gauge. But a few recovery items refill both gauges.

## Fulton Recovery System

Use the Fulton Recovery System to attach balloons to unconscious enemies or bound prisoners and extract them from the map. To engage this system, equip it and stand next to a body on the ground then push the action button. As the balloon floats skyward, a helicopter can be heard zooming overhead—before long, your target is yanked into the air. Extracted enemies and prisoners are sent back to Mother Base's Waiting Room and can be assigned to one of your teams upon your return. Some enemies aren't immediately thrilled with joining MSF and may need to cool down in the Brig before they're willing to work for your organization. Early on, the Fulton Recovery System is the quickest way to build up your staff. But you can only carry 10 balloons at a time, so choose your targets carefully. Rescued prisoners are often more helpful than enemy soldiers, so be sure you have enough balloons to extract all prisoners from a mission. To see the predominant ability of an enemy or prisoner before extracting them, use the Analyzer device. This is a good way to screen potential recruits before shipping them back to Mother Base.

Unconscious or sleeping enemies can be revived by their comrades if discovered. So consider removing their bodies from the map with the Fulton Recovery System.

TIP



## Support Markers

Your Intel Team back at Mother Base can provide support while you're in a mission by delivering supplies or initiating an artillery strike. Use the Support Supply Marker when you're low on ammo or recovery items. In its most primitive version, this device must be placed on the ground and triggered by pressing the attack button. Seconds later, a cardboard box drops from the sky and breaks open upon impacting the ground, spilling a variety of supplies. The Support Strike Marker functions similarly, but instead of a cardboard box falling from the sky, a barrage of explosive shells come raining down on the target location. These are both very powerful devices, but be careful not to overuse them. Overuse of either support weapon can negatively impact your Heroism score.

The effectiveness of each support option is tied directly to the level of your Intel Team. The higher the level of your Intel Team, the more supplies you'll receive per drop and the more damage dealt per strike.



NOTE

## Mission Results

At the end of every mission, the Mission Results screen appears, detailing your performance. The screen is broken up into the following categories:

MISSION RESULT			
[053] Clearing Escape			
Heroism			
PRIMA	+13		2711
Weapon Experience			
Mk22 Mod0 (Push Pistol) RANK 3	+78 LV.1	NEXT	1213
Mission Statistics			
Clear Time			000:53
Kills			000
Enemies Left Near Death			000
Clear Rank			A
NEXT			

**Heroism:** This is your Heroism score. You can maximize this by getting through the mission as fast as possible without killing anyone or sounding alerts. Your Heroism score increases over time as you complete multiple missions. The higher your Heroism score, the easier it is to attract volunteers to MSF. But if you screw up in a mission, your Heroism score can actually decline.

**Weapon Experience:** Every time you use a specific weapon in a mission, you gain experience, eventually increasing its level. All weapons have three different levels (1-3), reflecting how often you've used them.

**Mission Statistics:** This is where you can see the specifics of the mission, including the Clear Time, Kills, Alert Phases, and Enemies Left near Death.

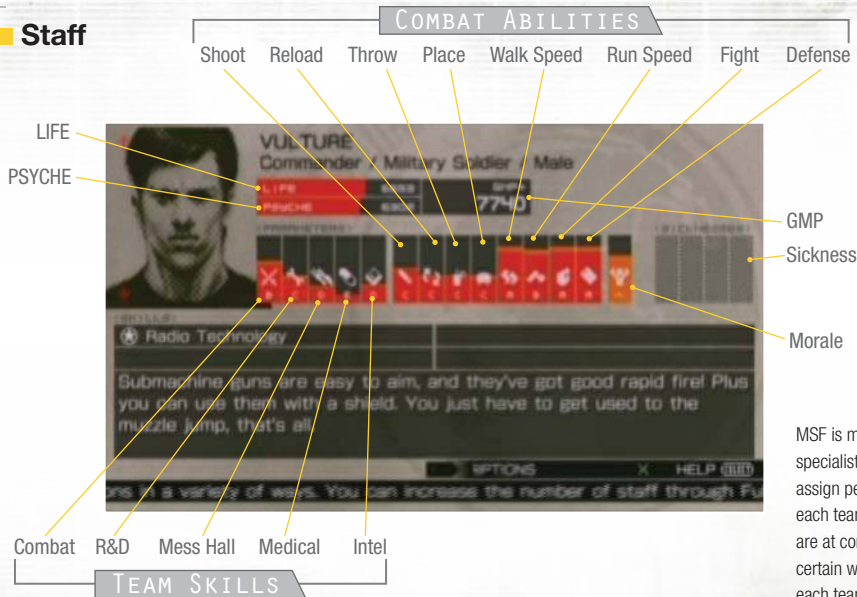
**Clear Rank:** This is your rank for completing the mission. There are four possible ranks: C, B, A, and S, with C being the lowest and S being the highest. To attain an S Clear Rank get through the mission as fast as possible without killing anyone or sounding an alert. An S rank will ensure the maximum Heroism score.

## MOTHER BASE MANAGEMENT

In addition to conducting missions, it's also your responsibility to oversee the operations of Mother Base—an old offshore oil rig in the Caribbean that serves as the organization's headquarters. Careful and shrewd management of the business side of MSF can pay off as you progress through the game, giving you access to more powerful weapons and items.



## Staff



## STAFF STATUS

Icon	Status
	Morale: The higher the value, the more each ability increases.
	Hostility: Staff cannot leave Brig until this reaches zero.
	Sick: Staff condition will worsen if not placed in Sickbay.
	Wounded: Staff condition will worsen if not placed in Sickbay.
	PTSD: Staff condition will worsen if not placed in Sickbay.
	Indicates that abilities have currently weakened.
	Indicates that staff is dispatched on Outer Ops.

MSF is more than a two-man operation. Snake and Kaz rely on a small army of specialists to perform the day-to-day tasks at Mother Base. But it's up to you to assign personnel to the appropriate teams. As you assign personnel, the level of each team increases. The higher the level of each team, the more effective they are at completing their jobs. Minimum team levels are also required to develop certain weapons and items. So do your best to maximize the effectiveness of each team by matching the abilities of each staff member to the team where they'll make the biggest impact.

## Combat Team



**Staff Capacity:** 100

**Ideal Team Members:**

- Kaz
- Amanda

Your Combat Team is primarily responsible for performing Outer Ops missions. When creating your Combat Team, pick staff with a high combat abilities as well as high LIFE and PSYCHE stats. Because your Combat Team is on the front lines, the personnel must be able to handle the physical and psychological demands of battle. Staff with low LIFE or PSYCHE stats are likely to return back to Mother Base injured or with Post Traumatic Stress Syndrome (PTSD). Some Combat Team members may not return at all. Staff affected by injuries or PTSD are automatically transported to Sickbay and should remain there until they make a full recovery. As your Combat Team completes Outer Ops missions, they'll earn boosts to their LIFE and PSYCHE stats, as well as generate more GMP. So keep your Combat Team healthy and active to increase their effectiveness and bring in more money.

Available staff assigned to the Combat Team also can conduct most Extra Ops and some Main Ops missions—you don't always have to play as Snake. This is a great way to boost their LIFE and PSYCHE stats, as well as their GMP amount.

**TIP**

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## MAIN OPS EXTRA OPS QUICK REFERENCE

### R&D Team

**Staff Capacity:** 50

**Ideal Team Members:**

- Huey
- Dr. Strangelove

The R&D Team is the single most important unit at Mother Base, responsible for developing all the organization's weapons and equipment. Early on, place every staff member with even the slightest shred of R&D ability on this team. As the level of the R&D Team increases, you can begin developing more advanced weapons and items. But you can only assign a total of 50 members to this team. So as the team reaches capacity, become more picky with your selections, exchanging old members with low R&D ability with new recruits who have higher R&D ability. Constantly monitor this team and make tweaks as necessary to boost its performance.

### Mess Hall Team

**Staff Capacity:** 50

**Ideal Team Members:**

- Cécile
- Kaz
- Paz

Serving in the Mess Hall Team may not seem like the most glamorous job, but Mother Base's cooks fulfill a very important role. When the Mess Hall Team is unlocked, a food supply reading appears in the upper right corner of the screen. It's important to keep the food supply at 100 percent or higher to maintain high morale among the staff. If the food supply dips below 100 percent, morale will suffer, eventually leading to defections. You can prevent this from happening by assigning competent staff to your Mess Hall Team. If you boost the food supply above 100 percent, the abilities of each staff member increase, allowing them to perform at levels above their natural ability. So try to keep the food supply at 200 percent or higher to get the most out of each staff member, boosting the levels of all your teams. Maintaining a Mess Hall staff with a high level is also necessary to develop new recovery items.

### Medical Team

**Staff Capacity:** 50

**Ideal Team Members:**

- Cécile
- Paz
- Dr. Strangelove

Without a competent Medical Team, sick and injured staff members in Sickbay will not improve. So be sure to assign staff members with high medical abilities to this team. The higher the level of your Medical Team, the faster your sick and injured staff will recover. The Medical Team also can prevent diseases from spreading among the staff at Mother Base. Staff members in Sickbay cannot work and are removed from their teams, so it's in your best interest to keep everyone healthy and on the job. As the level of your Medical Team increases, you can develop new tranquilizer and recovery weapons.

You can move staff out of Sickbay before they've healed, but their LIFE and PSYCHE will continue to deteriorate. Plus they will perform below their default abilities. So it's best to let staff heal completely before returning them to duty. Once fully healed, staff appear in the Waiting Room.


**NOTE**

### Intel Team

**Staff Capacity:** 50

**Ideal Team Members:**

- Amanda
- Chico
- Cécile
- Paz

The Intel Team supports operations in the field by conducting supply drops and artillery strikes when the Support Supply Markers and Support Strike Markers are deployed. Increase the level of your Intel Team to boost the effectiveness of each support operation. The Intel Team also provides valuable information on enemies and prisoners before leaving on a mission. While a mission is selected in the Mission Selector screen, press  to bring up information detailing the number of enemy soldiers and prisoners in the selected mission. The higher the level of your Intel Team, the more accurate these reports will be. Keep your Intel Team stocked with competent personnel to develop more advanced weapons and equipment.

## ■ R&amp;D



The R&D screen is where you can sort through various weapons and items waiting to be developed. These are broken up into a Weapons and Items section, each with their own subgroups for easier navigation. To see all the assets waiting to be developed, go to the Development Status tab. But before you can develop a new weapon or item, a few requirements must be met. First, you must meet the weapon/item's R&D level requirement. If your R&D Team hasn't reached a specific level, you can't develop the weapon or item yet. You may need to reach certain Medical, Mess Hall, or Intel levels as well. Next, you must have enough GMP. Each weapon or item has a certain development cost. If you don't have enough GMP, you can't begin development. But if you manage to meet all the requirements to develop a new weapon or item, then development can begin immediately. However, it takes a while for a new asset to become available. So conduct some Main Ops or Extra Ops missions to pass time. The time it takes to develop a new asset depends on the complexity of the weapon/item and the level of your R&D Team.

## ■ Outer Ops

Your Combat Team earns its pay by conducting Outer Ops missions. There are 72 different Outer Ops mission, each of varying difficulty signified by a rank. Missions with an E, D, or C rank are easy, and those with a B, A, or S rank are more difficult. But not all Outer Ops missions are immediately available—they're unlocked as you complete more Outer Ops missions. By completing Outer Ops missions, your assigned Combat Team members gain experience, boosting their LIFE, PSYCHE, and GMP totals. In addition, winning an Outer Ops mission gives you the chance to win some rare rewards including new uniforms and design specs. To see the rewards associated with each Outer Ops mission, flip to the Quick Reference chapter at the back of the guide.

But before dreaming of rewards and riches, devise a fail-proof strategy to win each mission. Before beginning an Outer Ops mission, you can see exactly what enemy units you're facing. Counter the enemy by forming a team of superior numbers and firepower. For example, if the enemy only has three soldiers, go into the mission with five or six soldiers of your own. Things get more complicated when the enemy has vehicles. In these missions, it's important to counter with vehicles of your own. Vehicles can be captured by playing the Main Ops or Extra Ops missions and neutralizing the captain of the vehicle; never destroy a vehicle if you can capture it. This allows you to add armored vehicles, tanks, and helicopters to your Outer Ops teams, significantly bolstering your firepower. Once completed, Metal Gear ZEKE also can join your Outer Ops teams.

If one of your vehicles is damaged during Outer Ops, remove it from the team it is assigned to. At this point, the vehicle is returned to the hangar at Mother Base, where it undergoes repairs over time. If a vehicle is lost during combat, you must capture a new one in a Main Ops or Extra Ops mission to replace it.

TIP





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## MAIN OPS EXTRA OPS QUICK REFERENCE

Each team has eight slots, and you can field up to eight teams (A-H) at a time. This means you can have up to 64 units active, conducting eight missions simultaneously. While that's an extreme example, it's important to constantly run Outer Ops missions. Feel free to replay missions you've already completed, as your Combat Team members still gain experience and GMP from the battle. Outer Ops missions are conducted while you're busy completing Main Ops or Extra Ops missions. So once you've launched a mission, go play a mission of your own to advance time. When you get back to Mother Base, select the Outer Ops screen to view the results of all your active missions.

The weapons developed through R&D are automatically assigned to your Combat Team for use in Outer Ops. So keep developing more advanced weaponry to give your guys an edge in battle.

TIP

## Metal Gear ZEKE



Ops teams to assist in some of the more challenging missions. The parts needed to develop ZEKE and the AI memory boards that you are able to pull out of the AI Weapons are different things. They both have an effect on ZEKE; however, the effects that they have are different.

By salvaging parts and memory boards from AI bosses such as the Pupa, Chrysalis, and Cocoon, you can create your own Metal Gear, designated ZEKE by Huey. Once ZEKE is complete, you can assign it to one of your Outer

## ZEKE Parts

In order to obtain parts needed to develop ZEKE, you must destroy the AI Weapon without destroying the part that you want. If you destroy a part that you need, you cannot obtain it after battle. So it's best to focus your fire solely on the AI pod to avoid damaging any other parts. There are four main parts: Walk Unit, Power Unit, Leg Parts, and Head Parts. Besides the obvious benefit of developing ZEKE, there are other benefits to having different parts. Parts affect how ZEKE attacks in the final battle (as well as the Mock Battle) and in Outer Ops. Different head parts changes which attacks ZEKE has and different optional parts change the movement, evasion, accuracy, etc. of ZEKE. Having Peace Walker Leg Parts also adds additional attacks. Here's a breakdown of all the parts and where they can be retrieved:

**Walk Unit, Power Unit, Leg Parts, Head Parts:** To create these parts, you need to obtain 5 scrap parts from the AI battles as mentioned above. Upon getting 5 scrap for each part, ZEKE is completed.

**Leg Parts /Peace Walker:** You can obtain the Peace Walker leg parts from fighting (and defeating) Peace Walker Type II and/or Peace Walker Custom. You obtain these leg parts in whole (meaning, you don't get scrap, just the legs themselves) after the battle randomly. Both of these battles have the same drop percentage, but since Type II is easier, it is better to fight Type II over and over until you get lucky and get these parts.

**Head Parts/Pupa, Chrysalis, Cocoon, Peace Walker:** You can also obtain different head parts pertaining to each AI Weapon. The only way to get these parts is to defeat each AI Weapon's Custom battle. Of course, you can only get the head part for that AI Weapon. After defeating, you have a small chance to receive the special head part after the battle. So, in order to obtain all these head parts, play each AI Weapon Custom battle and clear it over and over until you get it.

**Optional Parts/Jet Pack:** You receive this part from the Pupa battle. Try not to destroy the rocket boosters on the back of Pupa for a higher chance of getting this part. You can receive it from any of the Pupa battles.

**Optional Parts/Radome:** You receive this part from the Chrysalis battle. Try not to destroy the radome (the shield radar thing) on the front of Chrysalis for a chance of getting this part. You can receive it from any of the Chrysalis battles.

**Optional Parts/Armor:** You receive this part from the Cocoon battle. Try not to destroy the armor on Cocoon for a chance at getting this part. You can receive it from any of the Cocoon battles.

**Optional Parts/Railgun:** You receive this part from the Chrysalis battle. Try not to destroy the Railgun for a chance at getting this part. You can receive it from any of the Chrysalis battles.

## AI Memory Boards

By getting more and more AI memory boards, ZEKE is able to perform better and more rationally during Outer Ops missions. AI memory boards only affect ZEKE's performance in Outer Ops and does not affect how ZEKE fights during the finale battle. If you have all your AI boards maxed out, then ZEKE is a pretty powerful ally to have in Outer Ops. In order to obtain the AI memory boards (the boards that you pull out when inside the AI Pod), you need to destroy the corresponding part to unlock the memory board, then you are able to pull it out. If you do not attack a part corresponding to a type (Mobility, Sense, Attack, and Control), very few memory boards of that type will be unlocked and you will not be able to retrieve them. This comes with its drawbacks, though. For example, by firing on the legs and destroying them, you are able to obtain the (green) Mobility AI memory boards, but reduce your chances drastically from obtaining any leg parts after the battle (because you destroyed them). Therefore, AI memory boards and AI parts are two sides of the same coin. Choose one or the other. If you want AI boards, destroy the part of the type that you want. If you want parts, do not destroy that part. If you destroy many parts, you will find that the AI Pod is lit up like a Christmas tree when going inside.

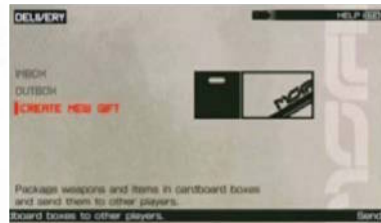
## ■ Database

As you can see, there's a lot of activity at Mother Base. To help keep track of everything, access the Database option. The Database is broken up into three categories: Mother Base Data, Player Data, and Logs. In Mother Base Data, you can review information on the base's staff, facilities, and weapons. The Staff Data tab is particularly helpful to gauge the makeup of your staff and the overall morale. In the Support Data tab, you can see the effectiveness of your Intel Team when requesting supplies or strikes. Raise your Intel Team's level to increase its rank. In the Hangar tab, you can see all the vehicles you've captured and the number of Metal Gear parts acquired for Metal Gear ZEKE. In the Player Data section, you can review your Profile stats, as well as the Comrades and Heroes options, showing leaders in the game's multiplayer modes. Finally, the Logs section shows the last 50 notifications you've received on Mother Base detailing the arrival of new members, the development of new weapons, and more. So if you accidentally zoomed past a notification, go here to review anything you missed.



## ■ Online Options

Most missions in the game can be played with at least one friend by connecting through a wireless access point. But in addition to playing with friends in Co-Ops or against friends in Versus Ops, the online community can help you build a stronger and more efficient Mother Base. Leverage the following options to improve relations with your online friends.



**Delivery:** Receive gifts from other players or send gifts of your own. To send a gift, select the Create New Gift option and put weapons or items you wish to send to the recipient.

**Trade:** In this screen you can trade staff members with other players. Before trading a staff member, you must first assign them to the Trade Waiting Room. This is a good way to unload staff members you no longer need in exchange for staff members that can help one of your teams.

**Recruit:** This screen allows you to recruit new volunteers to MSF by using the Soldier Search option. Complete the new MSF Entrance Exam mission to obtain new recruits.

## TESTER TIPS

Now that you understand the basics of field operations and Mother Base management, supplement your knowledge base with the following tester tips. Special thanks to Justin Schriefer and Bruce James from Konami for supplying these expert hints.

### ■ General Gameplay

- Like most *Metal Gear Solid* games, be patient, watch your surroundings, and move as quietly as possible. Once you've been spotted, it can be difficult to exit alert status.
- Use the Fulton Recovery System and use it often. Try to avoid killing people by performing close quarters combat (CQC) takedowns and chokes. Every enemy you send out of the battlefield with the Fulton will be recruited to your ever-growing army.
- You can perform a hold-up move that is a great silent takedown. To perform a hold-up, equip any firearm and then sneak up on an enemy so they do not detect you. When you see the CQC icon appear, press the aim button instead of the attack button. This will make Snake say "Freeze," and your enemy will lie down on the ground, trembling in fear. This is a great way to conserve ammo, move silently through enemy patrols, and use the Fulton on enemy soldiers.
- During a four-player cooperative boss-battle match, it can be useful for one player to distract the opposition by running around in a Love Box or other box items. It is always useful to have one player provide distractions to the enemy unit, and instruct the other players to attack during this time period.

- It can be helpful to place any magazine in the path of an enemy unit to provide momentary distraction.
- Make sure to remain focused during each interactive cutscene; the title may prompt you to respond with the controller.
- When Extra Ops missions unlock, don't put them off. Try to do Extra Ops as they unlock and use your under-experienced Combat Team members. This will allow you to expand your army by using the Fulton on enemies, as well as raise the experience of the staff on your Combat Team.
- Enter the Mission Prep screen before each mission to see what weapons, items, and uniforms are available. You may have unlocked better equipment since your last mission. When choosing uniforms, pay close attention to the different camo ratings and where the mission will take place. For example, in a jungle setting use uniforms with an S jungle rating.

### ■ Staff Management

- An active way of increasing the size of your staff is by using the Fulton Recovery System on the enemies at each location. This can be achieved by tranquilizing each enemy you encounter.
- It helps to defeat a boss when the Infinity Bandana (infinite ammo) is equipped.
- After completing a mission, it is important to assign each available staff member to a role on Mother Base. For example, the Mess Hall Team, R&D Team, Medical Team, and Combat Team require many personnel for generating more GMP and unlocking more weapons/items.
- New weapons and items are unlocked as you increase the level of your R&D Team. Assigning Kaz to the R&D Team, and not the Combat Team, at the beginning of the game will unlock a lot of different things for R&D to develop.
- The level of your R&D Team will increase as more staff experienced in R&D are added to that assignment. As the level increases, you will unlock more weapons and items to research.
- You can reassign your staff to any team available to you. If you need more GMP or feel you need more R&D, and for example have a very large Medical Team and no crew are currently injured, you can always move your Medical Team to the Combat or R&D Teams for that temporary boost. However, try to refrain from removing too many staff members from their positions. The best way to raise GMP is



to do Extra Ops or replay Main Ops to raise the experience of your Combat Team and to capture more enemies using the Fulton.

- Prisoners of War (POWs) can be vital additions to your staff. Look for people lying down in yellow jumpsuits, and use the Fulton on them to bring them back to Mother Base. If you run out of Fultons, it may be a good idea to replay the mission, saving just enough Fultons for the POWs you could not rescue before.
- Try to maintain as high a percentage as possible for your food supply. As you add staff to the Mess Hall Team, the food supply percent will increase. The higher the food supply, the bigger the boost of every staff member's abilities and stats. At 100 percent, your staff will receive no bonus, and below 100 percent your staff will begin to lose morale. A percentage over 100 percent allows for more GMP production and better skilled staff, and reduces the chances of your Combat Team being injured, killed, or thrown in the Brig while on Extra Ops or Outer Ops.
- If you find that your Combat Team members are being injured and are not recovering fast enough while in Sickbay, you may need more staff on the Medical Team.
- If you find your staff are being thrown into the Brig after missions, you may need more people on the Mess Hall Team to improve morale.
- When assigning staff, put your personnel in roles where they will excel. Look at each staff member's stats to determine the best place for them.

## Combat

- Completing a mission quickly and eliminating enemies through non-lethal means will earn you an S rank.
- Deploying Aerial Mines can be useful against flying enemies.
- When an enemy is unconscious, you can remove items from him by tapping him on the chest for the amount of stars that are displayed are above the enemy—this is called a body check. Be careful, because when an enemy is tapped more than the displayed amount of stars, he will revive.
- Once you've been identified and the commando units are dispersed, remain hidden until the alert phase has ended. Otherwise, the units will attack relentlessly for the entire mission.
- Don't be afraid to enter the Marksman challenges (without time limits) to level up your weapons skills. If you find you're not doing enough damage to a boss, take the rocket launcher into the target range and blow those targets to bits!
- If you find you're having trouble defeating a difficult boss, or any other difficult area, you may need to step away from your Main Ops and do some Extra Ops with your less-experienced Combat Team members. This will allow time for your R&D Team to complete new weapons and will increase the skills of your Combat Team. You will also undoubtedly be adding more staff to your army using the Fulton.
- If you are still having trouble, recruit a friend to help you with your task. There are a lot of ways having an extra person in Co-Ops play will help you complete your missions. When you and your partner are close together, your Co-Ops ring will expand and you will actually share your LIFE and PSYCHE gauges. By pressing and holding the action button while next to your partner you can "Snake in." As you are holding the

button, you will follow your partner as they run, walk, crouch, and sneak. If your partner holds still, a small progress bar labeled "Synching" will appear. When the sync bar fills, you will be "in sync."

- When fighting non-AI controlled bosses, such as the armored vehicles, tanks, and helicopters, try to avoid blowing the whole thing to pieces. If you can avoid their attacks, hit certain vehicle weak points, and successfully take out the troops assigned to the vehicle's squad, the captain will appear outside the vehicle. Successfully killing the captain without destroying the vehicle will allow MSF to pick it up and add it to your ever-growing army. These vehicles are vital for the more difficult Outer Ops missions.
- When sending teams away on Outer Ops missions to foreign lands, know that only those in your Combat Team will be able to participate. Also, any vehicles you may have salvaged from boss fights will be available. Assemble your Outer Ops teams based on the types of enemies you will be fighting. Remember, this is dangerous business, and your troops and vehicles may come back seriously injured or broken—or they may not return at all. If your soldiers are injured, they're automatically sent to Sickbay. If your vehicles are damaged, simply removing them from an Outer Ops team and performing a few Main or Extra Ops missions will give them time to undergo repairs.
- Use Support Supply and Support Strike Markers if you are having trouble or run out of ammo. Strikes can be very effective on bosses, and supply drops will refill your Rations and ammo. Using these items too much, however, will lower your overall Heroism score at the end of the mission.

## ■ Versus Ops

- Don't forget your basic single player training when entering Versus Ops. Stealth, surprise, and patience can mean the difference between victory and defeat. Use your Surround Indicator radar to see where your enemies are and use that to your advantage. You also can use distraction items like the Empty Magazine to make your enemy think you're somewhere else.
- Watch your camo index in the top right corner of the screen. In Versus Ops, this index will actually make you as transparent as the percentage listed. For example, you can lie down in a bush using the Tiger Stripe uniform to achieve almost 75 percent camo index, making you virtually invisible to your opponents. Lying perfectly still and waiting for an enemy to run past you is perfect for an ambush.
- In most Versus Ops, there are a lot of Love Boxes around the map. This is a great time to use your own Love Box item to attempt to confuse opponents. Enemies can still destroy the box with gunfire, melee attacks, and by rolling into them, so you may want to abandon your box to get the jump on the enemy.
- Synching up in Versus can be a deadly combination. The front player is able to control movement while the rear player can focus on the surroundings, covering the sides and rear, in order to avoid ambushes. Use your Co-Ops abilities in Versus to show the other team how teamwork can be deadly. One example is to have the lead player equipped with the Railgun and the rear player equipped with the Railgun Dynamo, which improves the damage of the railgun. These kinds of combinations can be devastating.
- Take advantage of the auto-aim feature, but try not to overdo it. Auto-aim is great when your opponent is standing up, running, and carrying an assault rifle. But it does not target enemies lying down and you cannot target specific parts of the body. Some weapons, like sniper rifles and missile launchers, do not have an auto-aim function, so pick your weapons carefully.
- Be aware of CQC when choosing a weapon loadout. It can be beneficial to forego some firepower to be able to use CQC techniques. Once knocked unconscious, your opponent can be quickly taken care of by the Fulton Recovery System. This is a great combo against opponents with heavy, explosive artillery.
- The Ballistic Shield can be a very effective tool in Versus Ops, but it will not stop a solid, point-blank shotgun blast. Many powerful weapons can knock you down to the ground even with the shield equipped.

## 3: MAIN OPS

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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EXTRA OPS

QUICK REFERENCE

## MAIN OPS/PROLOGUE: AN ARMY WITHOUT BORDERS

In *Metal Gear Solid: Peace Walker*, the Main Ops missions tell the latest story in the *Metal Gear* saga. These missions require you to complete a variety of objectives. In some missions you must sneak through enemy territory without being seen, and in others you must take a more aggressive stance by destroying enemy units. Whatever the task, this walkthrough provides everything you need to know to get through all the Main Ops missions, complete with suggested equipment loadouts and labeled maps showing you exactly where to go.

When starting the game, you're asked to choose a control scheme. There are three different control schemes available, so pick the one you're most comfortable with. For the purpose of this walkthrough, we'll be referencing the Shooter Type control scheme.

**Shooter Type:** Control the camera with your right hand.  
The configuration is similar to that of *Metal Gear Solid 4*.

**Action Type:** Control the camera with your left hand.  
The configuration is similar to that of *Metal Gear Solid Portable Ops*.

**Hunter Type:** Control the camera with your left hand.

If you want to take a break from the Main Ops missions, give the Extra Ops missions a shot. These side missions are covered in the next chapter.

NOTE

## MISSION 00/OPENING

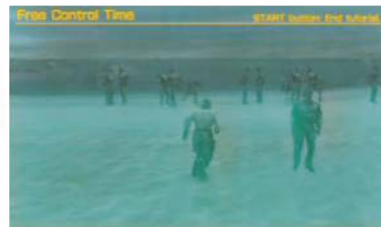
**Date:** November 4, 1974

**Location:** Barranquilla Coast, Columbia

**Mission Details:** Complete the training session to learn the basics of movement and combat.

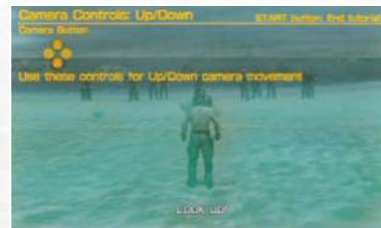
**Completion Unlock:** None

In the opening cutscene, Snake (AKA Big Boss) arrives at the *Militaires Sans Frontières* (Soldiers Without Borders) base during a training exercise on the beach. This opening tutorial is purely optional, but it's a good idea to go through the steps to familiarize yourself with the game's controls. To join the training session, simply walk toward the large group of recruits by using the analog stick. To skip the training session entirely, press **[START]**.



## ■ Camera Controls

First up are the camera controls. When ordered by the instructor, push the buttons shown onscreen to look up, then down. Next, press the indicated buttons to look right then left. With the Shooter Type control scheme, the **▲** and **×** buttons are used to look up and down while the **■** and **●** buttons are used to look right and left. When you're finished with the camera controls, press the action button (**⬢**) to continue.





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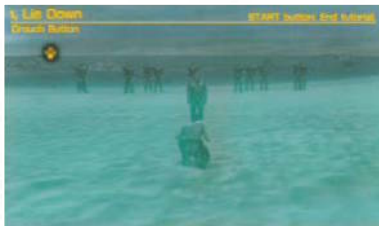
28 30 32

## EXTRA OPS

## QUICK REFERENCE

## ■ Change Stance: Stand, Crouch, Lie Down

Next, cycle through the three different stances. Press  $\text{L}$  to change from a standing to a crouched stance. Or hold down  $\text{L}$  to lie down. Crouching and lying down makes you harder to see, so make use of these stances when operating near enemy soldiers. You can move while crouched but not while lying down. Crouching and lying down also increase your camo index significantly so use these stances liberally to avoid being spotted.



## ■ Movement

Now it's time to move. Pushing the analog stick causes Snake to run. This is the fastest way to move around, but it's also the noisiest. Each step you take produces sound that can be heard by nearby enemies. So nudge the analog stick gently in the direction you wish to travel to slow to a steady walk. Or better yet, drop to a crouched stance and walk. Crouched walking is the preferred method of movement because it allows you remain stealthy, making it easy to sneak up behind unsuspecting enemies. But one errant step or change in speed can give away your position, so practice slow and controlled movement with the analog stick to remain undetected.

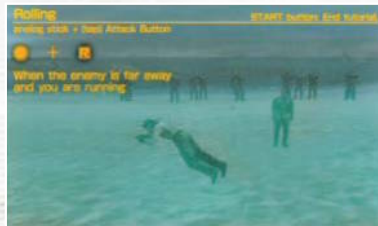


As you move, your camo index drops significantly. So even if you're within view of an enemy, you're better off standing still or lying down than moving.

CAUTION

## ■ Rolling

To initiate a roll, tap the attack button ( $\text{R}$ ) while running. Rolling is a great way to avoid attacks or to jump over low objects. You also can roll into enemy soldiers to knock them over, giving you ample time to get away or follow up with an attack before they can get back on their feet. Because you must be running to perform a roll, it's inadvisable to use this technique when attempting to remain stealthy. Instead, deploy the roll in evasive combat situations once you've already been detected.



## ■ Physical Attack

There are times when you may not have access to firearms. In these dire situations you must rely on hand-to-hand combat to neutralize threats. While standing still and close to the threat, repeatedly press  $\text{R}$  to initiate a series of punches and kicks. Keep it up until your sparring partner drops. It's important to remain still while performing these attacks, otherwise you might initiate a throw. Also, make sure you're within range of your target to avoid punching the air.



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EXTRA OPS  
QUICK REFERENCE

■ Stun Rod

The Stun Rod is a small handheld device that can deliver a disabling electrical jolt to an enemy. To use the Stun Rod, first aim at your sparring partner by holding the

aim button (L). Once your target is within sight and range press and hold R to deliver a shock. As with punches and kicks, it's important to make sure a target is within range before deploying the Stun Rod—you have to be very close to use it, but it's worth the risk. Incapacitated targets fall to the ground and remain motionless for several seconds. This gives you time to slip away or prep the target for extraction.

■ Close Quarters Combat: Throw

The throw is the easiest of the CQC techniques. Simply move in the direction of your sparring partner and press R to throw him to the ground. A simple throw isn't enough to incapacitate an enemy, so follow-up attacks are required to neutralize a threat. Either shoot them with a tranquilizer-based weapon while they're on the ground or attack them with another throw once they get back on their feet. Two consecutive throws is enough to incapacitate most enemies. As long as you're out of sight of other enemies, this technique won't raise an alert either.



■ Close Quarters Combat: Restraint

Restraining holds are even more effective than throws, but require more time to incapacitate an enemy. To restrain, hold R while standing near your sparring partner—do not move the analog stick at all. This causes Snake to put the target into a choke hold. Continue holding R until the target passes out. While restraining a target, you also can press X to interrogate them.



■ Close Quarters Combat: Restraint, Throw

While restraining an opponent, move the analog stick to throw him. This is a quick way to knock out an enemy after choking him for a few seconds. However, if he hasn't been choked enough, he may get back on his feet after being thrown. So keep an eye on him and be ready to perform a follow-up attack before he can retaliate or sound an alarm.



In the second phase of this exercise, you face off against two enemies. Start by restraining one of the enemies. Next, move the analog stick in the direction of the second enemy to throw your sparring partner into him. As your sparring partner is thrown, he crashes into the second enemy, sending them both sprawling to the ground. To pull this off, you must be close to the second

enemy before initiating the throw. This is a good way to knock down a couple enemies fast, but neither will be incapacitated.

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## EXTRA OPS

## QUICK REFERENCE

## ■ Consecutive CQC

Now it's time to take on three enemies at once by stringing together a series of quick attacks. Start by restraining and throwing one enemy. As you throw the enemy, press **[R]** when the orange CQC icon appears in the center of the screen. Once the throw is completed, Snake attacks the second nearby enemy. Once again, watch for the orange CQC icon and press **[R]** to initiate the next attack on the third and final enemy. By stringing together these attacks, you can take down large groups of enemies in a few seconds. But these attacks may not incapacitate all the enemies, so run away or prepare for another round of CQC. Completing this exercise concludes the training session and triggers the first round of introductory cutscenes.



Snake and his business partner, Kaz, are approached by a man known as Professor Galvez. The professor is joined by one of his female students, Paz. Apparently Paz was held captive by a mysterious armed group in Costa Rica, but she managed to get away—her friend wasn't so lucky. Galvez wants MSF to investigate this armed group and drive them from Costa Rica.



## MISSION 01/INVESTIGATE THE SUPPLY FACILITY

**Date:** November 10, 1974**Location:** Caribbean Coast, Costa Rica

**Mission Details:** Infiltrate the supply facility at Puerto del Alba, the coastal port where Paz was imprisoned, and obtain intel on the bases of the armed group in Costa Rica.

**Completion Unlock:** M1C Design Specs, Smoke Grenade Design Specs**Uniform:** Jungle Fatigues

## MISSION LOADOUT

Items	Weapons
Surround Indicator	Stun Rod
Rations	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
—	Grenade

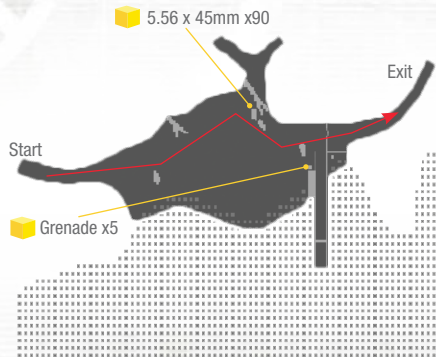
## ■ Playa del Alba

**Enemies:** 0**Prisoners:** 0

## MAP LEGEND

→ Path To Take

Pick Ups



Area Map/Playa del Alba



MSF TRAINING

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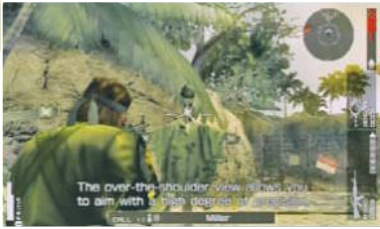
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EXTRA OPS  
QUICK REFERENCE



Approach the human-like stick targets on the north side of the beach. Alternate between manual and auto-aim to get a feel for how each mode works—toggle auto-aim on and off by pressing **[SELECT]**. The manual aim offers much more freedom, allowing you to target the head and limbs. Auto-aim simply centers the reticle on the center of the target. Auto-aim is great for high-action sequences where precise targeting is not feasible. But keep manual aim on for now.



There are no enemies on this Costa Rican beach—only a few targets. Listen to Kaz's instructions and get in some target practice shooting at the coconuts on the palm tree. There are also some explosive barrels floating in the ocean.



The beach's exit is blocked by a gate. Equip a Grenade and toss it toward the gate to remove this obstacle. Once a Grenade is selected, aim at the gate and press **[R]** to throw it. The longer you hold **[R]**, the farther the Grenade is thrown. Experiment with different throws to gauge the effective range of this weapon. If you run out, you can obtain more Grenades from the box near the dock. When you're ready to move on, pass through the open gate and continue to the next area.

If you don't have room in your inventory, items that you pick up are automatically transported back to the Mother Base.

NOTE



Recorded recently in the jungles of Costa Rica, the tape contains the voice of Snake's mentor, The Boss—but he killed her a decade ago after she defected to the Soviet Union and initiated a nuclear catastrophe. Snake doesn't like the idea of working for the KGB but decides to take the job. It's time to figure out what is really happening in Costa Rica.

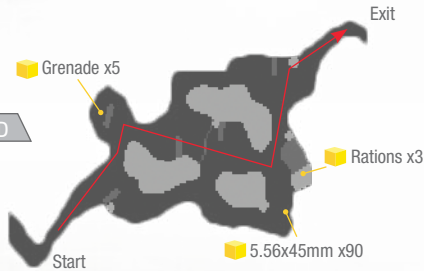
As Snake enters the jungle, a flashback cutscene plays, revealing more information about the Professor. When Snake and Kaz question Galvez on his own, he reveals he's really working for the KGB and suspects that the CIA is the armed group in Costa Rica. But it's Galvez's audio tape that really gets Snake's attention.

Bosque del Alba

Enemies: 3  
Prisoners: 0

MAP LEGEND

➔ Path To Take  
📦 Pick Ups



Area Map/Bosque del Alba

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## EXTRA OPS

## QUICK REFERENCE

This area of the jungle is guarded by CIA mercs dressed in bright orange jackets. But there are only three of them and they're stationary. Follow the route shown on the map to zigzag through the jungle, avoiding the CIA mercs. For best results, drop to a crouch and move slowly, especially when moving within earshot of the mercs. If they hear you, they'll investigate. If they see you, they'll trigger an alert and call in reinforcements. But as long as you stay to the route shown on the map, they'll never know you were here. Sneak toward the path to the east to reach the supply facility.



## ■ Puerto del Alba

Enemies: 4

Prisoners: 0

## MAP LEGEND

➔ Path To Take

📦 Pick Ups



Area Map/Puerto del Alba

More CIA mercs guard the supply facility, but there's plenty of cover you can utilize to sneak past them. Start by moving to the north side of the facility. Here you'll find a Love Box next to a shelf. The Love Box is a large cardboard box you can hide in and move around undetected—a time honored *Metal Gear* tradition. But this box is big enough to fit two players, ideal when playing with a friend.

Equip the Love Box and follow the path shown on the map. Hide among the crates in the center of the facility—one is on the ground level in the northeast corner and the other is on the balcony of the building to the east. When they're not looking, creep toward the steps to the east. While moving around in the Love Box, your camo index dips into the negative territory. So if anyone sees the box move, they'll sound an alert. So make sure nobody is looking at you as you move. If someone turns in your direction, immediately stop. As long as you're a safe distance away, they won't investigate and you can hide in plain sight. You also can fire your weapon while the box is equipped, helpful for incapacitating enemies that get too nosy.

As the merc on the balcony walks to the south, creep up the steps and proceed to the map's exit. Move slowly but deliberately to make it to the exit before the merc turns around and resumes his patrol to the north.



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EXTRA OPS  
QUICK REFERENCE



Don't let your guard down as the next cutscene commences. This is an interactive cutscene requiring you to press the buttons shown onscreen as Snake battles one of the CIA mercs in the supply building. Through interrogation, Snake learns that the CIA is moving nukes into Costa Rica.

# MAIN OPS/CHAPTER 1: A COUNTRY WITHOUT AN ARMY

## MISSION 02/CONTACT THE SANDINISTA COMANDANTE

**Date:** November 10, 1974  
**Location:** Eastern Limón, Costa Rica  
**Mission Details:** Delve into the swampy jungles of eastern Limón and make your way to the Sandinista hideout, where you will make contact with their Comandante.  
**Completion Unlock:** M1911 Design Specs, LAW  
**Uniform:** Jungle Fatigues

### MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	—
Mate Tea	—

### Mother Base Management: Staff and R&D



be found in the Weapons section under the Handguns or New tab. Once development has begun, it will take time to create the weapon—by the time you finish your next mission, it should be available. When you're ready to move on, select the Mission Selector option and choose from the available Main Ops or Extra Ops missions to advance time.

After the first mission, you're transported to MSF's new HQ, Mother Base, an old offshore oil rig platform supplied by Galvez. Here you can manage your staff, assigning them to different teams. For now, you can only assign staff to the Combat and R&D teams. Choosing the Auto-Assign option will automatically assign staff to the team they're best suited for. Start off by building up the R&D Team. This will allow you to research more weapons and items. As you assign staff, the amount of GMP increases. GMP is the currency you use to pay for developing new gear. So make sure every staff member is assigned to a team to maximize GMP.

Once you've assigned staff, start researching some new gear by choosing the R&D option. The rank 2 Mk.22 Mod.0 (Hush Puppy) is a good place to start. It can be found in the Weapons section under the Handguns or New tab. Once development has begun, it will take time to create the weapon—by the time you finish your next mission, it should be available. When you're ready to move on, select the Mission Selector option and choose from the available Main Ops or Extra Ops missions to advance time.

Before starting the mission, browse through the Briefing Files option. Here you can listen to tapes from Kaz and Paz providing information on the mission ahead. Kaz offers a wealth of info, including details on the new Fulton Recovery System. Paz is a walking encyclopedia on Costa Rica and can tell you more than you probably want to know. Most of the information provided in these taps is just background, but you can derive some useful tips from the info, too, so pay close attention. Make a habit of checking the Briefing Files before starting a new mission.





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## EXTRA OPS

## QUICK REFERENCE


## ■ El Cenagal: Jungle

Enemies: 2

Prisoners: 0

MAP LEGEND  
→ Path To Take

Your goal in this mission is to reach the FSLN (Sandinista National Liberation Front) boathouse to the northwest. The Sandinista Comandante may have more information on the CIA's presence in the country. There are only two enemy soldiers in this area loitering around a truck to the west. The stationary soldier facing west may see you as you

move to the next area, so zap him with the Stun Rod while the patrolling soldier is looking away. Before the patrolling soldier returns, equip the Fulton Recovery System and press  to hoist your incapacitated prey out of the area.

If enemies spot dead or unconscious comrades, they may go on alert or simply revive them. The Fulton Recovery System allows you to hoist neutralized enemies off the map by helicopter, preventing them from being discovered. Recovered enemies are taken back to Mother Base and can be assigned to one of your teams—this is a great way to build up your staff. Some enemies may have to cool down in the brig for a while before they eventually decide to join MSF.

NOTE

Now move to the south side of the truck and watch the patrolling soldier. When he walks to the north, head west and proceed to the next area. It's entirely possible to sneak past both soldiers without being seen, but this is a good opportunity to use the Fulton Recovery System and bolster your ranks back at Mother Base. However, be careful not to use your Mk.22 tranquilizer pistol while clearing this area—save it for later.



## ■ El Cenagal: Ravine

Enemies: 0

Prisoners: 0

MAP LEGEND  
→ Path To Take  
■ Pick Ups

Area Map/El Cenagal: Ravine



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## EXTRA OPS

## QUICK REFERENCE



This area is easy. There are no enemies here at all—at least not yet. You can't access the bridge to the north, so don't bother traveling down the northern path. Instead, head east to the next area, grabbing the rations and ammo pick-ups along the way.

## ■ El Cenagal: Swamp

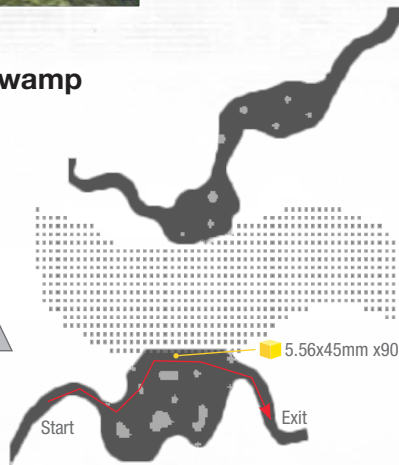
Enemies: 3

Prisoners: 0

## MAP LEGEND

→ Path To Take

Pick Ups



Area Map/El Cenagal: Swamp



There are three enemy soldiers in this small swamp area, making it difficult to travel east without being spotted. Start by tranquilizing the soldier patrolling nearby. When he reaches the westernmost edge of his patrol, shoot him in the head with the Mk.22. Scoring headshots with tranquilizer weapons causes the target to immediately fall asleep. Hitting any other body part results in a delay, potentially allowing the target to go on alert before falling asleep—so always go for headshots. Hoist the sleeping soldier's body out of the area with the Fulton Recovery System.

Next, go after the stationary soldier standing by the rowboat. Creep along the bank of the river and shoot the soldier in the back of the head with the Mk.22. Once he's sleeping, keep an eye on the third soldier patrolling to the east. As he walks away, hoist the sleeping soldier's body out of the area with the Fulton Recovery System. Before moving on, be sure to grab the ammo near the rowboat. Lie down next to the rowboat and watch the final patrolling soldier. As he turns to the west, creep to the east and proceed to the next area. Stay low and quiet while moving out to avoid alerting the patrolling soldier.



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

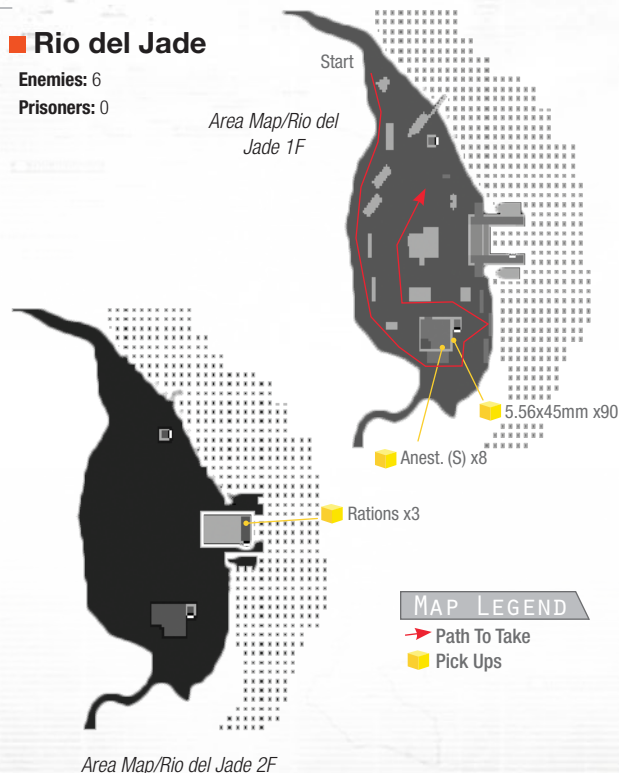
## EXTRA OPS

## QUICK REFERENCE

## ■ Rio del Jade

Enemies: 6

Prisoners: 0



## MAP LEGEND

→ Path To Take

■ Pick Ups



Sneak to the south side of the map and target the soldier in the guard tower first, shooting him in the back of the head with the Mk.22. Next, neutralize the soldier in the boathouse. Put this guy to sleep, otherwise he'll man the nearby machine gun if an alert is sounded.

Stalk and eliminate the four remaining guards in the center of the map, working your way from south to north. If you're careful, you can silently eliminate everyone with the Mk.22. Use the Fulton Recovery System to airlift some of these sleeping soldiers back to Mother Base. Once the last soldier is neutralized, the mission is complete.

If you're spotted, switch to the M16A1 and get ready for a fight. If you die now, you must restart the mission from the beginning, so keep shooting and consuming rations (to heal) until all six enemies are eliminated.

You've made it to the boathouse, but the area is crawling with enemy soldiers. You need to neutralize all the hostiles to complete the mission. Creep along the western edge of the map, using the piles of lumber to conceal your movements from the soldiers patrolling in the center of the map.



CAUTION



MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08  
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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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EXTRA OPS  
QUICK REFERENCE



Snake discovers that the Sandinista Comandante is dead and has been replaced by his daughter, Amanda. She tells him that the CIA has a factory to the north—perhaps you can find more answers there? Suddenly a large AI gunship known as the Chrysalis attacks. During the attack, Amanda's brother, Chico, is grabbed by a kidnapper drone and flown away. During this interactive cutscene, take aim with Amanda's rocket launcher and fire at a kidnapper drone and the Chrysalis. But even if your aim is true, the Chrysalis avoids the rocket. Amanda and her group of rebels chase after the Chrysalis in an attempt to retrieve Chico, leaving Snake at the boathouse.

MISSION 03/PURSUE AMANDA

**Date:** November 10, 1974  
**Location:** Eastern Limón, Costa Rica  
**Mission Details:** Track and locate Amanda, the Sandinista leader and obtain intel on the enemy's bases and the route used to transport the nuclear material.  
**Completion Unlock:** Stun Grenade Design Specs (Stage), M10 Design Specs (Stage), Twin Barrel Shotgun Design Specs (Stage), Tiger Stripe Uniform (Stage), Tiger Strike Naked Uniform  
**Uniform:** Jungle Fatigues

MISSION LOADOUT

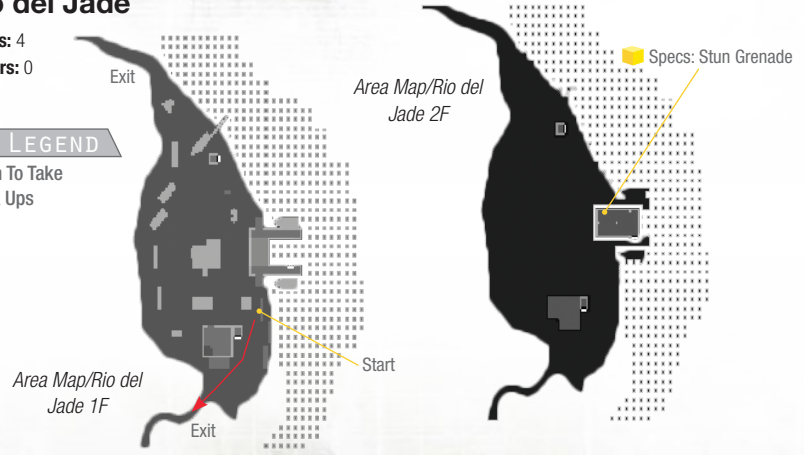
Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	—
Mate Tea	—

■ Rio del Jade

**Enemies:** 4  
**Prisoners:** 0

MAP LEGEND

➔ Path To Take  
■ Pick Ups



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE



You start the next mission near the boathouse as four enemy soldiers approach from the north. The soldiers eventually take up patrol positions in the center of the map. Quickly move south, slipping past the crates and guard tower to reach the path leading back to the jungle. This is easier and faster than reaching the swamp to the north.

Before exiting the map, consider climbing to the boathouse's second floor, where you can find design specs for a Stun Grenade. Design specs allow you to develop items in R&D back at Mother Base. But when going for these specs, stay low and move quietly to avoid being spotted by the enemy soldiers—especially when descending the ladder.

TIP

## ■ El Cenagal: Jungle

Enemies: 2

Prisoners: 0

## MAP LEGEND

→ Path To Take

Pick Ups



You're back to where you started the previous mission. As you did before, sneak past the two soldiers by the truck to reach the ravine. Creep around the back of the truck then move along its passenger side to the west. When the patrolling soldier walks north, sneak up the path leading to the ravine.

## ■ El Cenagal: Ravine

Enemies: 2

Prisoners: 0

## MAP LEGEND

→ Path To Take

Pick Ups



The suspension bridge is now open to cross. However, there are two enemy soldiers patrolling this area. Sneak up behind the first one on the northern path and choke him out with a restraint hold. If you want, ship him back to Mother Base with the Fulton Recovery System.



MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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OUTER HEAVEN

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One more soldier patrols the narrow bridge ahead. Wait until he turns away then sneak up behind him and take him down—the Mk.22 is the quickest method. Alternately, you can get past this soldier by dangling off the side of the bridge. While standing, step to the side of the bridge and press to climb over the railing. By shimmying along the side of the bridge, you can get past this soldier without being seen. However, it's a slow way to travel. The path on the north side of the bridge leads to the swamp.

## ■ El Cenagal: Swamp

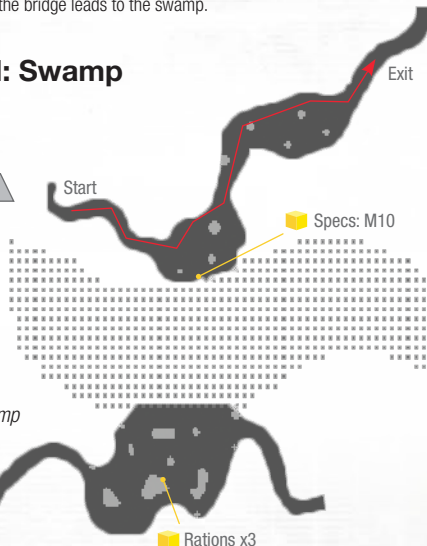
Enemies: 3

Prisoners: 0

### MAP LEGEND

Path To Take

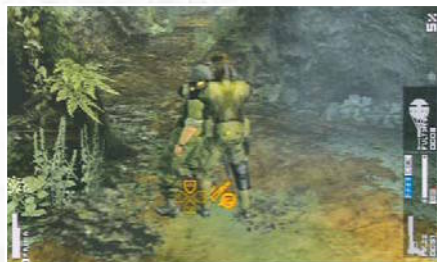
Pick Ups

Area Map/  
El Cenagal: Swamp

One more soldier patrols the narrow bridge ahead. Wait until he turns away then sneak up behind him and take him down—the Mk.22 is the quickest method. Alternately, you can get past this soldier by dangling off the side of the bridge. While standing, step to the side of the bridge and press to climb over the railing. By shimmying along the side of the bridge, you can get past this soldier without being seen. However, it's a slow way to travel. The path on the north side of the bridge leads to the swamp.



gun before continuing. If you go for the specs, choke out the soldier with a restraint hold or drop him fast with headshot from the Mk.22.



them back to Mother Base with the Fulton Recovery System—early on, you can never have enough manpower. Continue down the eastern path to reach the factory Amanda mentioned earlier.

You're back in the swamp, but this time on the north side of the river. There are a few enemy soldiers here, so watch your step. A stationary soldier is positioned near the riverbank facing south. You can sneak past him without being spotted, but you may want to grab the design specs for an M10 submachine

The second soldier patrols the path to the east. Conceal yourself and wait for him to walk east, then sneak up behind him and knock him out either with CQC or the Mk.22. The third soldier also patrols along the eastern path—knock him out, too. As you neutralize these soldiers, don't forget to send



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
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MAIN OPS/CHAPTER 4:  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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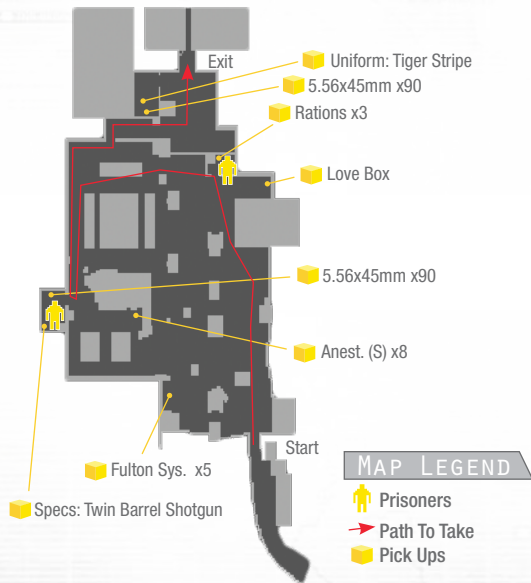
## EXTRA OPS

## QUICK REFERENCE

## ■ Bananal Fruta de Oro: Sorting Shed

Enemies: 5

Prisoners: 2



Area Map/Banal Fruta de Oro: Sorting Shed

The factory is crawling with enemy soldiers, so take it slow. Stay along the eastern side of the map and neutralize targets of opportunity with the Mk.22. Remember, get in close and score headshots to put these guys to sleep fast. Then remove their bodies with the Fulton Recovery System.

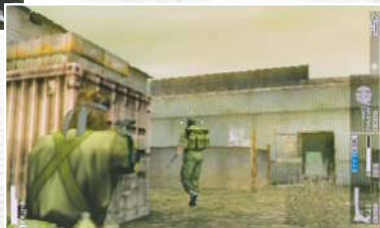


Now creep north and wind through the narrow passage in the northwest corner to bypass the main gate. Watch out for another soldier standing guard on the north side of the gate—drop him with the Mk.22 and hoist him off the map with the Fulton Recovery System. Before exiting the map, search the building to the west to grab some ammo and a new Tiger Stripe uniform.



Head to the building to the north to locate the first of two FSLN prisoners on this map—prisoners are bound and dressed in jumpsuits. They also make grunting sounds, helping you zero in on their position. You can free prisoners with the Fulton Recovery System, sending them back to Mother Base's waiting room, where you can eventually put them to work for MSF.

The second prisoner is located in the room to the southwest, beneath the shed. Neutralize the patrolling soldiers in the shed and free the second prisoner. In the same room with the prisoner are design specs for a Twin Barrel Shotgun.



MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A NATION REBORN

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THE ILLUSION OF PEACE

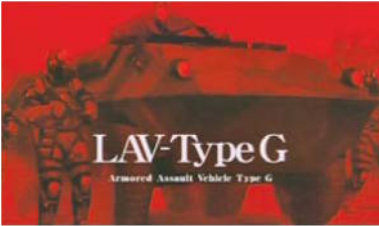
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS  
QUICK REFERENCE



As you exit through the north passage, Snake encounters the next obstacle, an LAV-Type G armored assault vehicle. But fortunately you don't have to take on this vehicle until the next mission.

Mother Base Management: Mess Hall Team



When you return to Mother Base, you're informed of the necessity to provide food for your staff. Assign some of your new recruits to the newly formed Mess Hall Team. It's important to keep the food supply at or above 100 percent. Maintaining a food supply above 100 percent increases morale and skills, allowing staff to perform beyond their natural abilities. But if the food supply drops below 100 percent, morale will fall, potentially leading to defections by the staff. So build up your Mess Hall Team to keep your staff well fed and happy.

MISSION 04/ARMORED VEHICLE BATTLE: LAV-TYPE G

**Date:** November 10, 1974  
**Location:** Eastern Limón, Costa Rica  
**Mission Details:** Neutralize the attacking enemy armored vehicle and make contact with Amanda.  
**Completion Unlock:** Tortilla Chips Recipe, Canned Soft Drink Recipe  
**Uniform:** Jungle Fatigues

MISSION LOADOUT

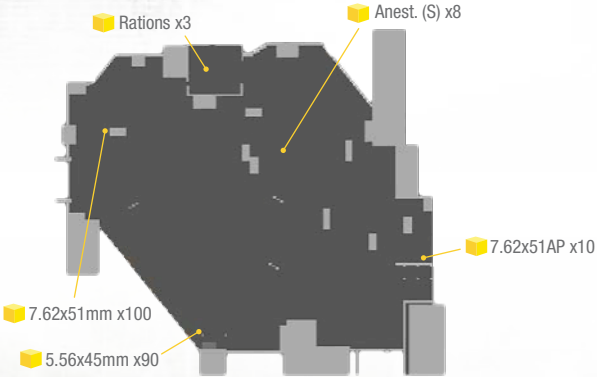
Items	Weapons
Rations	Stun Rod
Surround Indicator	Mk.22 Mod.0 (Hush Puppy)
Binoculars	LAW
Fulton Recovery System	Grenade
Love Box	—
Mate Tea	—

Bananal Fruta de Oro: Farm

**Enemies:** 9  
**Prisoners:** 0

MAP LEGEND

Pick Ups



Area Map/Bananal Fruta de Oro: Farm

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE



The armored vehicle is escorted by four soldiers dressed in body armor and equipped with assault rifles. It's important to take these guys out before confronting the armored vehicle. Sneak to within close range and pick off these guys with the Mk.22. Don't bother going for headshots, as the round won't penetrate their helmets. Instead, hit them in the torso, then hide and wait for them to fall asleep. Try to stay as stealthy as possible to avoid drawing unwanted attention from the soldiers or the armored vehicles. There's plenty of cover on this arena-like map, so utilize it to stay hidden while sneaking around the perimeter. If the enemy soldiers spot one of their unconscious comrades, they'll wake him up. So consider using the Fulton Recovery System to remove incapacitated soldiers from the map. Once the first four soldiers are neutralized, four more exit from the back of the armored vehicle. Neutralize them, then focus on the LAV.

If you don't care for sneaking around, take an M16A1 instead of the Mk.22. The assault rifle makes it much easier to eliminate the escorts and the vehicle's commander. But you'll earn a less than stellar rating for killing everyone on the map.



Soon after all eight of the escort soldiers are eliminated, the armored vehicle's commander pops out of the turret. Sneak up behind the armored vehicle and shoot the commander with the Mk.22 to knock him out. Once he falls asleep, the mission is complete. However, if the armored vehicle spots you before you can hit the commander, switch to your LAW missile launcher and target the red fuel tanks on the back of the vehicle. If you destroy one of these fuel tanks, the vehicle becomes immobilized for a few seconds, making it easy to score a few hits on the commander with the Mk.22. If you complete this mission without destroying the armored vehicle, the LAV-Type G is yours to keep, available in future Outer Ops missions. Tranquilizing the commander automatically makes him your prisoner, too.



Amanda—don't bother trying to shoot down the Chrysalis. She survives the fall but breaks her leg upon impact. Unable to continue the search for her brother, Amanda pleads with Snake to find Chico. She feels the nukes are probably headed for Irazú... along with Chico.

## Mother Base Management: Medical Team

Amanda has joined MSF, but she won't do you much good until she's healed. Upon returning to Mother Base, you're prompted to form a Medical Team. Assign some of your new recruits to the newly formed Medical Team or reassign staff from other teams. The higher the level of your Medical Team, the faster patients in sickbay will recover. Maintaining a strong Medical Team is also essential for developing new tranquilizer-based weapons.



Following the battle, Snake catches up with Amanda just as she's plucked away by a kidnapper drone. During this interactive cutscene, shoot the kidnapper drone with the LAW to save



MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE

## MISSION 05/RESCUE CHICO

**Date:** November 10, 1974

**Location:** Volcán Irazú, Costa Rica

**Mission Details:** Rescue Chico from Aldea Los Despiertos Prison Facility and locate the route used by the U.S. mercenaries to transport nuclear materials.

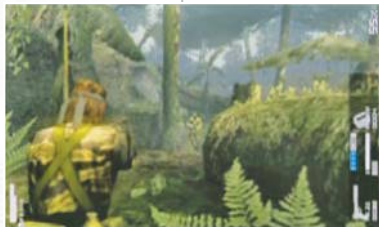
**Completion Unlock:** C4 Design Specs, Support Supply Marker (Set) Design Specs, Support Strike Marker (Set) Design Specs

**Uniform:** Tiger Stripe

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	—
Mate Tea	—

There are only two enemy soldiers patrolling this area. Stay along the western side of the map and head north while watching out for the patrols. You can either slip past the enemy soldiers or knock them out with the Mk.22. Tranquilizing these enemies is the fastest way to advance through this area. Also, remember to send your prey back to Mother Base with the Fulton Recovery System. Proceed up the path to the north to reach the next area.



## ■ Camino de Lava: Hillside

**Enemies:** 2

**Prisoners:** 0

Area Map/Camino de  
Lava: Hillside

## MAP LEGEND

➔ Path To Take

📦 Pick Ups

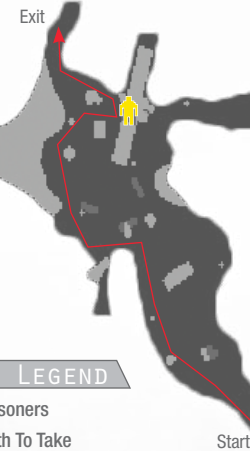
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## ■ Camino de Lava: Junction

**Enemies:** 3

**Prisoners:** 1



## MAP LEGEND

👤 Prisoners

➔ Path To Take

📦 Pick Ups

Area Map/Camino de Lava: Junction

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MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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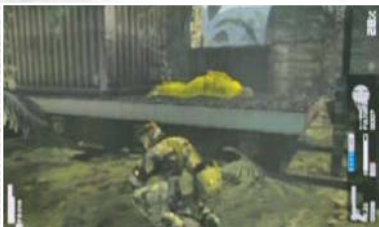
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## EXTRA OPS

## QUICK REFERENCE

Watch your step as you enter this new area. In addition to two enemy soldiers patrolling the ground, there's a sniper on a cliff to the northwest indulging in some target practice. Stay on the west side of the map to avoid being spotted by the sniper. While moving north, tranquilize the first patrolling soldier you encounter, then hoist him away with the Fulton Recovery System.

Next, creep along the base of the cliff to the northwest until you can locate the sniper—he's facing east. Watch for his rifle's muzzle flash if you have trouble spotting him. Creep toward his position until you can score a headshot with the Mk.22. It's not necessary to take out the sniper, but it makes your advance much easier. Unfortunately, you can't reach his body to attach the Fulton Recovery System. Once the sniper is sleeping, tranquilize the last patrolling soldier near the train and hoist him away.



Before exiting the area, free the prisoner lying on the flatbed train car. Climb up onto the car first, then press  $\clubsuit$  to activate the Fulton Recovery System. The area is now clear. Head north to reach the prison where Chico is being held.

## ■ Aldea Los Despiertos

Enemies: 4

Prisoners: 0



Area Map/Aldea Los Despiertos



The U.S. mercs have converted this abandoned village into a makeshift prison. Prisoners are held in the buildings with blue doors. These buildings are marked on your in-game map as orange dots. Chico's location is random; he may be in any of five locations, so you'll need to search them all until you find him. Start with the nearby blue door, Stand next to the door and press  $\clubsuit$  to peek inside.

MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT AN ARMY

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THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE

Chances are you won't find Chico in the first building, so proceed through the village, careful to stay out of sight. The village is crawling with enemy patrols, so tranquilize or knock out threats as you encounter them and hoist their bodies off the map with the Fulton Recovery System. Stick to the eastern side of the village to begin with and peek through each blue door along the way.

Make your way to the north and search the building by the truck. But watch out for the two soldiers patrolling the street. It's safest to neutralize both these targets before peeking through the two doors adjacent to the street. Keep peeking through blue doors until you find Chico. Once you locate him, the mission is complete.

Despite his young age, Chico is a treasure trove of information, supplying Snake with the likely transportation route used by the CIA to transport the nukes. Snake convinces Chico to come back to Mother Base and join MSF—he's a valuable asset to your Intel Team.



## Mother Base Management: Intel Team

Upon your return to Mother Base, you're prompted to form an Intel Team. The Intel Team carries out mission supply support and support strikes. To receive support, use a Support Supply Marker or a Support Strike Marker—both can be developed through R&D. The higher the level of your Intel Team, the more supplies you can transport and the more powerful strikes you can deliver. In addition, when deploying on a mission, you can receive information about enemies and prisoners that appear in the mission. Start off by assigning Chico to your Intel Team. He has very high intel skill, boosting your Intel Team to level 3 on his own. Supplement your Intel Team with new recruits possessing strong intel skill. If you haven't already, now's a good time to begin development on the Support Supply Marker and Support Strike Marker—assuming you have enough GMP.



## MISSION 06/PURSUE THE JUNGLE TRAIN

**Date:** November 10, 1974  
**Location:** Volcán Irazú, Costa Rica

**Mission Details:** Proceed immediately to the jungle train terminal locate at El Cadalso and stop the nuclear shipment before it reaches the enemy's main base in Volcán Irazú.

**Completion Unlock:** M60 Design Specs, Sonic Eye Design Specs

**Uniform:** Tiger Stripe

### MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	Support Supply Marker
Mate Tea	—



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
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THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 5:  
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## EXTRA OPS

## QUICK REFERENCE

## ■ Aldea Los Despiertos

Enemies: 4

Prisoners: 0

## MAP LEGEND

→ Path To Take

Pick Ups



Area Map/Aldea Los Despiertos

You start this operation in front of the building where you found Chico in the last mission. So there are five potential starting positions. Even if you took

out the enemy soldiers earlier, you must contend with their replacements, so watch your step. Try to avoid the patrols altogether and preserve your Mk.22 ammo. If you must take out an enemy soldier, use a CQC restraint or the Stun Rod. Move to the easternmost alley and neutralize the soldier patrolling here.

Locate the low wall blocking the exit to the east. The path beyond this wall is a shortcut leading directly to the coffee factory.

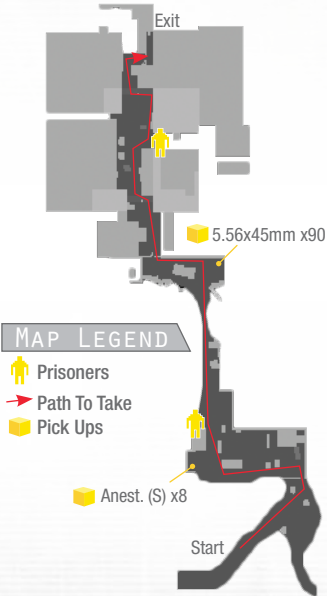
You also can take the path to the south, but you must first backtrack through the Camino de Lava: Junction map before reaching the factory—it's much faster to hop over the wall and take the shortcut. To climb over the wall, equip your Love Box and move directly next to the wall. While the Love Box is equipped, drop it next to the wall. Now you can use the Love Box as a step. Hop onto the Love Box then climb over the wall. A replacement Love Box is waiting on the other side—grab it and proceed along the shortcut to the coffee factory.



## ■ Cafetal Aroma Encantado: Entrance

Enemies: 5

Prisoners: 2



Area Map/Cafetal Aroma Encantado: Entrance

## MAP LEGEND

Prisoners

→ Path To Take

Pick Ups

Anest. (S) x8

MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00	01
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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02	05	08
03	06	09
04	07	10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11	13	15
12	14	

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16	18	20	22
17	19	21	

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23	24	25	26
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27	29	31	33
28	30	32	

EXTRA OPS

QUICK REFERENCE



Before you can reach the railway terminal where the nukes are likely located, you must first advance through a coffee factory. Creep through the hole in the chainlink fence to access the factory facility. There are two patrolling enemy soldiers in this area, so be sure to stay out of sight. Stalk both soldiers and choke them out with a restraint hold—once again, save your Mk.22 ammo for later. Once both enemy soldiers are knocked out, fly their bodies back to Mother Base with the Fulton Recovery System.



Locate the prisoner to the west before heading toward the factory's main gate—he's lying next to the dirt trail leading up to the factory. Send the prisoner back to the Mother Base with the Fulton Recovery System then continue north.



Watch out for an enemy soldier patrolling near the truck by the factory's main gate. Keep your distance and drop him with a headshot from the Mk.22. Or better yet, try to sneak up behind him and choke him out with a restraint hold. Either way, take him down quietly to avoid raising an alarm. Once he's down, hoist him out of the area with the Fulton Recovery System.



catwalk. When you're close enough, shoot him in the head to put him to sleep—don't worry about recovering his body.



above. But it's safer to take him out with a headshot from the Mk.22. Once he's down, the path ahead is clear. Head north and enter the door to the east to access the factory's interior.

Creep toward the factory gate, but don't stand directly in front of the chainlink fence. Watch the catwalk beyond the gate for a patrolling enemy soldier—don't let him see you. As he walks away from your position, creep through the gate and draw the Mk.22, aiming directly at the enemy soldier on the

Sneak north deeper into the factory grounds, staying along the eastern wall. Watch the next catwalk ahead for another patrolling enemy soldier. Wait for him to walk north, then free the prisoner on the ground using the Fulton Recovery System. If you're careful you can sneak past the soldier on the catwalk

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

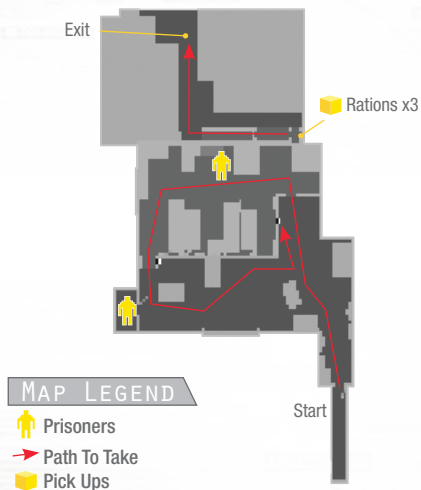
EXTRA OPS

QUICK REFERENCE

## ■ Cafetal Aroma Encantado: Mill

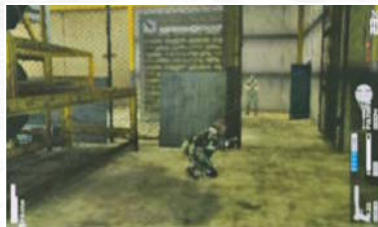
Enemies: 3

Prisoners: 2



Area Map/Cafetal Aroma Encantado: Mill

There are three enemy soldiers patrolling inside the mill—one on the ground floor and two on the second floor. So keep an eye on the second floor to the north side to make sure no enemies are looking in your direction while you're moving. Enter the fenced-in area beneath the second floor platform to free another prisoner; evacuate him with the Fulton Recovery System.



Partially climb the ladder leading to the second floor. Halt midway up the ladder and watch the patrolling enemy soldier nearby. When he walks away, climb to the top of the ladder. Follow the soldier and knock him out with a restraint hold—be careful to take him out quietly or else his buddy nearby might hear you and come to investigate. Hunt down the last enemy soldier and choke him out from behind. Evacuate both sleeping enemies, then exit through the door to the north to return outside. Proceed north along the nearby path to enter the railway terminal.



Now turn to the building's southwest corner. Shoot the soldier patrolling here with the Mk.22 then ship him back to Mother Base. Another prisoner is in the nearby closet. Free him with the Fulton Recovery System, then sneak back into the fenced-in area beneath the second floor platform.





## MSF TRAINING

MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## ■ El Cadalso

Enemies: 5

Prisoners: 0

Area Map/El Cadalso

## MAP LEGEND

→ Path To Take



If you want to eliminate these guys fast, toss a Grenade toward them. A well-tossed Grenade can kill at least three soldiers, making the rest easy to mop up with the M16A1. But killing all the soldiers will negatively impact your rating.

TIP

Now hold near the south side of the map and pepper the remaining four enemy soldiers with shots from the Mk.22. At this range it's tough to score headshots, but try to hit each target in the torso. After firing, take cover to avoid being spotted. As long as you keep your distance, the soldiers won't see you. Continue firing the silenced Mk.22 until all five soldiers are asleep—this completes the mission.



In the cutscene that follows, Snake inspects the boxcar but it's too late—the nukes have been loaded onto trucks that escape through a nearby tunnel. Suddenly an enemy tank rolls into view and blasts the boxcar. Snake jumps free just in time as the boxcar tumbles into front of the tunnel, blocking the path. Get ready for another tough fight, this time against a T-72U. Head back to Mother Base and gear up!

When you get back to Mother Base get busy developing C4 and the M60 machine gun if you haven't already. Both weapons will come in handy later, so start the development process now. If necessary, make adjustments to your teams until the requirements for each weapon are met.

TIP

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## MISSION 07/TANK BATTLE: T-72U

**Date:** November 10, 1974

**Location:** Volcán Irazú, Costa Rica

**Mission Details:** Proceed immediately to the jungle train terminal locate at El Cadalso and stop the nuclear shipment before it reaches the enemy's main base in Volcán Irazú.

**Completion Unlock:** Mosin-Nagant Design Specs, Curry Recipe

**Uniform:** Tiger Stripe

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	LAW
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	Support Supply Marker
Mate Tea	Smoke Grenade
Tortilla Chips	—



Before starting the mission, check with Amanda in the Briefing Files. She has some good advice for surviving your battle against the tank, pointing out the treads and fuel tank as weak spots.

TIP

## ■ El Cadalso

**Enemies:** 11

**Prisoners:** 0

*Area Map/Aldea Los Despiertos*



Like the LAV-Type G, the T-72U is escorted by four enemy soldiers decked out in body armor. It's important to eliminate these guys as stealthily as possible. Keep your distance and try to stay behind the tank to avoid being spotted. Aggressively target the escorts with the Mk.22, then hide behind one of the boxcars until they fall asleep. As soon as possible, evacuate their bodies with the Fulton Recovery System to prevent them from being awakened by a comrade.

If the tank rolls over one of the sleeping enemy soldiers, you won't be penalized for the kill.

## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

You must eliminate 10 escort soldiers. Once you eliminate the first four, watch out for six more advancing from the map's perimeter. However, there are never more than four enemy soldiers on the map at a time. You'll need to evacuate sleeping soldiers to trigger the arrival of reinforcements.



Eliminate as many enemy soldiers as possible without being detected. But chances are the tank or enemy soldiers will eventually spot you. When this happens, move out until you find solid cover. Don't hide behind the boxcars until they've been hit at least once by the tank's main gun. When

a boxcar takes its first hit, it tips over and slides violently across the ground, potentially crushing you if you're behind it. But once a boxcar has been hit, the wreckage provides excellent cover. If a boxcar is overturned, that means it's been hit and is safe to hide behind. Even as the tank fires at you, continue targeting the enemy troops with the Mk.22. Keep it up until all the escorts are asleep or evacuated.

Keep recovery items like rations or tortilla chips equipped during boss fights. While equipped, these items are automatically consumed once your health is depleted, preventing you from dying. Once you run out of recovery items, you will die if your health drops to zero. So keep these items well stocked and request a supply drop if necessary to replenish your inventory.

TIP

If an alert has been sounded, the tank's commander will remain inside where it's safe, even if you've eliminated all the escorts. So coax the commander out by targeting the tank with the LAW. For best results, hit the red fuel tanks on the back of the tank to inflict maximum damage. If you run low on ammo, use the Support Supply Marker to request an air drop of supplies. Just make sure you've found a safe spot. If you managed to eliminate all the escorts without being spotted, the tank commander will emerge from the hatch on his own—you don't have to damage the tank at all.

Once you've inflicted moderate damage on the tank, the commander will pop out of a hatch at the top of the turret. Quickly target him with the Mk.22 and keep firing until he falls asleep. Scoring a headshot will only knock off his helmet, but each subsequent shot will take its toll, eventually causing him to slump over on top of the turret. Knocking out the commander allows you to take him as a prisoner and ship him back to Mother Base. Even better, you get to add a T-72U to your inventory, useful in the upcoming Outer Ops missions.

Upon returning to Mother Base, you can develop the Mosin-Nagant sniper rifle and the Spicy Curry recipe. Begin development on these items now.

TIP





MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## MISSION 08/DESTROY THE BARRICADE

**Date:** November 10, 1974**Location:** Volcán Irazú, Costa Rica**Mission Details:** The truck carrying the nuclear warheads was last seen heading toward Volcán Irazú. The bridge north of the prison facility is the only way to get there, and a barricade blocks your path. Destroy it with C4.**Completion Unlock:** Desert Auscam Uniform (Stage), Desert Auscam (Naked) Uniform**Uniform:** Tiger Stripe

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	Support Supply Marker
Mate Tea	C4
Tortilla Chips	—

If you haven't developed C4 yet, you cannot complete this mission. If necessary, spend some time completing Extra Ops or replay some of the previous Main Ops missions until you have C4. Playing other missions is a good way to pass time while waiting for your R&D Team to finish its work.

## NOTE



In this mission you must backtrack through the coffee factory and return to the prison facility where you freed Chico. Start by advancing through the factory's mill. This time there's only one enemy soldier on the second floor—choke him with a restraint hold and send him back to Mother Base.

■ Cafetal Aroma  
Encantado: Mill**Enemies:** 3**Prisoners:** 0

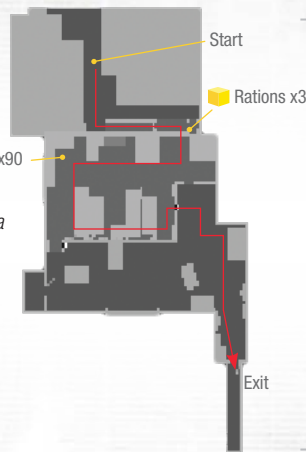
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Area Map/Cafetal Aroma  
Encantado: Mill

## MAP LEGEND

→ Path To Take

■ Pick Ups



There are two enemy soldiers on the ground floor, so be careful when you climb down. Use the ladder on the east side and watch the patrolling soldier below. As he walks away from the ladder, climb down, then shoot him in the back of the head with the Mk.22. Use the Fulton Recovery System to send him back to Mother Base. The last soldier patrolling to the west is easy to slip

by without being seen. Just move along the eastern wall while making your way to the exit.

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08  
03 06 09  
04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15  
12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22  
17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

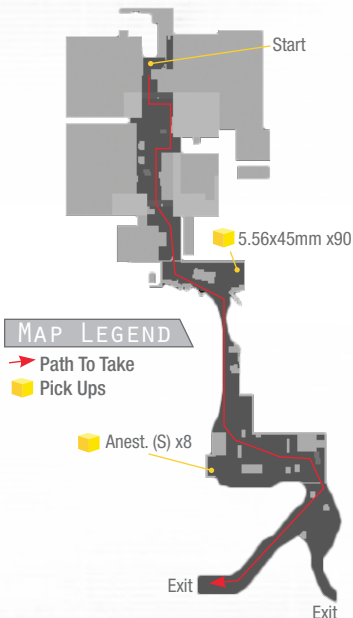
27 29 31 33  
28 30 32

EXTRA OPS

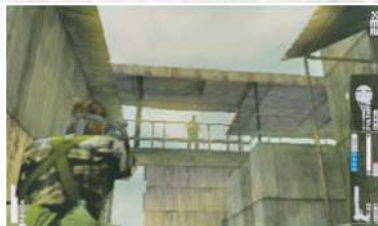
QUICK REFERENCE

## ■ Cafetal Aroma Encantado: Entrance

Enemies: 3  
Prisoners: 0



Area Map/Cafetal Aroma Encantado: Entrance



After stepping through the main gate, continue past the nearby truck and follow the narrow path to the south.

There is one enemy soldier patrolling near the second truck to the south. Drop him with the Mk.22 and hoist him away with the Fulton Recovery System. A second guard patrols the area outside the chainlink fence to the south. Before stepping through the hole in the fence, shoot the patrolling soldier with the Mk.22. Once he's down, send him back to Mother Base and proceed south, taking the shortcut path on the right leading back to the prison facility.

It's faster to take the shortcut back to the prison facility, but if you take the path to the left you can rescue a prisoner back at the Camino de Lava: Hillside map; you can find him at the very southern tip. This is a lengthy detour requiring you to traverse the Camino de Lava: Junction map first, then backtrack to the prison facility once you've rescued the prisoner.

Back outside, watch for the enemy soldier patrolling the southern catwalk—the northern catwalk is clear. Creep south while staying out of sight from the patrolling enemy soldier. When you're close enough to hit him with the Mk.22, wait for him to turn around, then shoot him in the back of the head. Putting this guy to sleep makes it much easier to make it through the main gate without being spotted.

## ■ Aldea Los Despiertos

Enemies: 4  
Prisoners: 0

### MAP LEGEND

→ Path To Take

■ Pick Ups



Area Map/Aldea Los Despiertos

NOTE

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

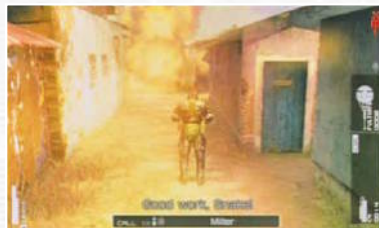
You enter the prison facility on the southeastern alley. The barricade you must destroy is to the northwest, marked by an orange line on the in-game map. Before taking out the barricade, it's best to eliminate all the soldiers. Otherwise the sound of the C4 going off will alert them. Start by moving to the truck on the north end of the street. From here you can spot three of the four enemy soldiers patrolling to the south. Unlike previous soldiers, these guys are equipped with helmets, making it difficult to tranquilize them with the Mk.22. It's much safer to approach each soldier from behind and choke him out with a restraint hold. Use the Fulton Recovery System to hoist each unconscious soldier back to Mother Base.

It's possible to tranquilize soldiers wearing helmets, but it can lead to unwanted alerts if you mess up. Hitting one of these soldiers in the head with the Mk.22 causes his helmet to fly off. Quickly fire a second shot into his head to put him to sleep before he can raise an alert.

One more enemy soldier patrols the area near the barricade. Sneak up behind him and knock him out with a restraint hold. If he falls near the barricade, be sure to evacuate him with the Fulton Recovery System—you don't want the C4 explosion to kill him. The barricade is marked with horizontal streaks of yellow paint, making it easy to find. Equip the C4 and place it at the base of the barricade.



Once the C4 is placed, retreat to a safe distance to the south. Press **R** to set off the explosives, reducing the barricade to dust. Continue up the path to the north to complete the mission.



## Mother Base Management: Amanda

When you return to Mother Base, Kaz informs Snake that Amanda wants out of Sickbay even though she's not fully healed. Snake tells him to let her loose. You can find Amanda in the Waiting Room so be sure to put her to work. She benefits you most on the Intel Team. However, since she's still injured, her skills aren't at optimal levels. If you want her to heal completely, send her back to Sickbay. But it could be a long time before she makes a full recovery, based on the aptitude of your Medical Team. Even injured, her skill raises the Intel Team's level significantly, so leave her there for now. In the future, you must weigh the pros and cons of leaving injured staff in Sickbay or sending them out into the field.





## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## MISSION 09/INFILTRATE THE CRATER BASE

**Date:** November 10, 1974**Location:** Volcán Irazú, Costa Rica**Mission Details:** Follow the nukes and infiltrate the enemy's main base inside the crater of Irazú.**Completion Unlock:** M1928A1 Design Specs**Uniform:** Tiger Stripe

## MISSION LOADOUT

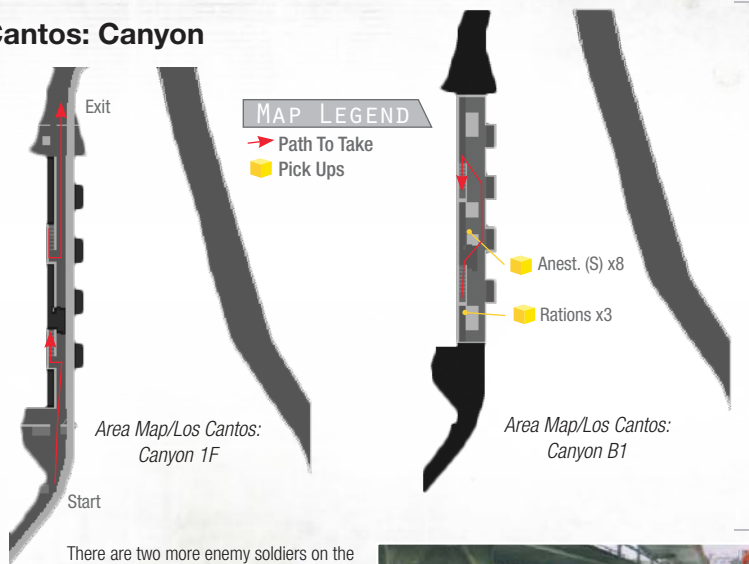
Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Binoculars	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	Support Supply Marker
Mate Tea	—
Tortilla Chips	—

The bridge ahead is damaged, preventing you from crossing it without descending to the lower level. Watch the enemy soldier patrolling the bridge and when he turns away, approach the stairs on the western side.

Before descending the steps, shoot the enemy soldier in the back with the Mk.22. Quickly descend the steps before he turns around and spots you. By the time you reach the other side, he'll be fast asleep.



## ■ Los Cantos: Canyon

**Enemies:** 3**Prisoners:** 0

There are two more enemy soldiers on the lower level beneath the bridge: One patrols to the north and the other remains still, staring off to the east. When the patrolling soldier turns away from you and walks north, creep toward the next set of steps and climb back up to the bridge. If you're quiet, you can slip past these two enemies without being noticed.



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE



Back on the bridge, the soldier you shot earlier is asleep. Send him back to Mother Base with the Fulton Recovery System, then continue along the bridge to the north to reach the next area.



As you enter this map, approach the low cliff wall directly to the north. Equip the Love Box and drop it at the base of this cliff. Now climb onto the Love Box and use it as a step to reach the top of the cliff. Inside the nearby ruins is a prisoner—free her with the Fulton Recovery System. Don't worry about leaving your Love Box behind—you won't need it.



Creep north along the elevated path on the west side of the map. There are three enemy soldiers on the path below. First shoot the southernmost stationary soldier just below the cliff. He's wearing a helmet, so shoot him in the arm or leg with the Mk.22; he'll eventually fall asleep. Next, focus on the soldier patrolling along the east side of the truck. Hit him with the Mk.22 then hide and wait for him to fall asleep.



Now move north toward the truck and watch for the third enemy soldier patrolling along its west side. Wait for him to turn his back to you, then sneak up behind him and choke him out with a restraint hold. Now you can use the Fulton Recovery System on all three incapacitated soldiers. Once they're on their way to Mother Base, continue north to the next area.

■ Los Cantos:  
Ridge

Enemies: 3

Prisoners: 1

## MAP LEGEND



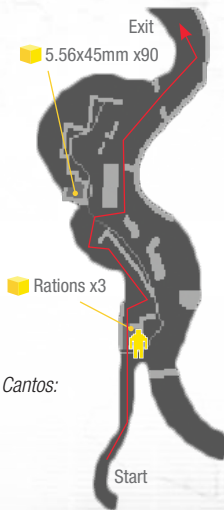
Prisoners



Path To Take



Pick Ups

Area Map/Los Cantos:  
Ridge

## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

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04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## ■ Fuerta La Ladera

Enemies: 4

Prisoners: 1



Area Map/Fuerta La Ladera 2F

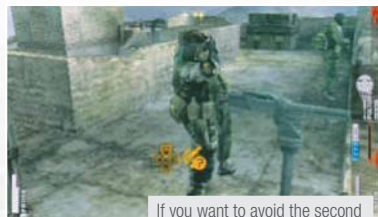
## MAP LEGEND

- Prisoners
- Path To Take
- Pick Ups

An old fort occupied by CIA mercs blocks your path into the Crater Base. There is one enemy soldier patrolling the south side of the fort and three soldiers on top of the fort's wall. Creep along the east side and target the patrolling soldier first. Either choke him out with a restraint hold or shoot him in the back with the Mk.22 and hide until he falls asleep. Once he's down, use the Fulton Recovery System to send him back to Mother Base.

Now backtrack to the south and cross the road to the west side the map and cautiously approach the fort. There are two visible soldiers on the wall—one patrols east and west while another remains still behind a mounted machine gun. Don't let them see you. Partially climb the ladder and watch the patrolling soldier above. When he turns east, climb to the top of the wall.

At the top of the ladder, immediately move to the west and hide behind the nearby crate. Now you can go to work on the three soldiers here. Neutralize each with a restraint hold and evacuate them with the Fulton Recovery System. If you're spotted, get ready to perform some quick CQC to eliminate the threats before reinforcements can be called in. The consecutive CQC technique works extremely well in these tight quarters.



If you want to avoid the second floor altogether, shimmy into the wall opening on the east side of the fort.

TIP



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

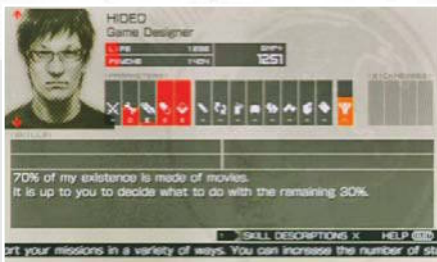
## EXTRA OPS

## QUICK REFERENCE

After neutralizing all the soldiers on the wall, descend the stairs to the ladder to the east and search the room below to find a prisoner. Rescue him with the Fulton Recovery System, then climb the ladder back up to the top of the wall. Descend the stairs to the north and enter the tunnel leading into the Crate Base.



In the following interactive cutscene, you must identify the truck carrying the nukes. Use the controls shown onscreen to pan the camera and zoom in on each truck's license plate. Find the license plate that reads 64779 and confirm the selection by pressing **X**.



*Metal Gear* creator Hideo Kojima can be found in the truck with the 63824 license plate. If you find him, you can send him back to Mother Base. Mr. Kojima is a great addition to your Medical or Intel teams.

Snake has found the right truck, but the nuclear warheads have been unloaded. Suddenly Snake overhears an argument between a scientist and a CIA operative—apparently the scientist disagrees with the CIA's use of nukes. But the CIA operative (Coldman) settles the argument by pushing the scientist (Huey) down a flight of stairs. Snake comes to the scientist's aid and pumps him for information on the whereabouts of the nukes. The scientist warns that Coldman is going to launch a nuke. With that information, Snake leaves the scientists and races after Coldman.

But Snake is too late. As he reaches the facility, the Peace Walker weapon is lifted away by the Chrysalis. Snake's presence hasn't gone unnoticed by Coldman. A massive amphibious AI attack craft known as the Pupa enters the arena-like room, setting the stage for the next mission.



## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## MISSION 10/PUPA BATTLE

**Date:** November 10, 1974**Location:** Volcán Irazú,  
Costa Rica**Mission Details:** Stop the  
enemy's Pupa weapon in  
its tracks.**Completion Unlock:**  
Chaff Grenade Design  
Specs, Support Supply  
Marker (Thrown) Design  
Specs, Night Vision  
Goggles Design Specs,  
ID Card (H)**Uniform:** Naked

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M60
Tortilla Chips	LAW
Lime Soda	Support Supply Marker
Surround Indicator	—

The Pupa is a massive tank/hovercraft hybrid capable of high speed maneuvers and jumps. The scientist, Huey, offers useful tips on defeating this AI opponent throughout the battle. For optimal results, target the cylindrical AI pod on the front of the vehicle with the LAW. Striking other parts of the Pupa also deals damage, but not as much as hitting the AI pod. Wait for the Pupa to stop, then take aim with the LAW and fire a missile before it moves again.



The Pupa initiates a series of devastating attacks, including a lightning attack. When this attack is initiated, quickly move away from the front of the Pupa. This attack has a narrow attack arc, so as long as you remain to the sides or rear of the vehicle you'll be okay. If you find yourself in front of the Pupa, quickly roll out of the way to avoid getting shocked. When not firing the LAW, hammer away at the Pupa with the M60. It does less damage than the LAW but has a much higher rate of fire, quickly dropping the Pupa's health.

When the Pupa fires up its boosters, it's preparing a charge attack. Quickly lie down to avoid being hit. As long as you're not aligned with one of its treads, the Pupa will pass directly over you, inflicting no damage.

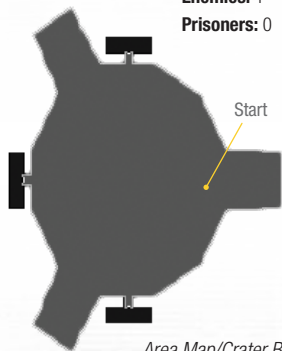
**CAUTION**

At some point the Pupa dispenses a large number of mine-like devices called lightning rods. Target these devices in your area with the M60. You don't have to shoot them all, but make sure there are none around you when the Pupa commences its next lightning attack. Each lightning rod expands the attack, causing electricity to surge across the entire floor. But if there are no lightning rods nearby, you'll be safe.

As you run low on ammo, look for a safe spot to deploy a Support Supply Marker. The three alcoves with ladders along the perimeter wall are good spots to catch your breath. While hiding here, you're safe from most of the Pupa's attacks, including all charging and jump attacks. Drop a Support Supply Marker here and activate it to have a cardboard box filled with supplies dropped by your team. However, make sure the box doesn't hit you on the head, or else you'll be dazed for a few seconds.



## ■ Crater Base

**Enemies:** 1  
**Prisoners:** 0*Area Map/Crater Base*



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

Keep hitting the Pupa with the LAW and M60 until its health is depleted. As it becomes immobilized, attack its AI pod once more to blow off the hatch. Approach the AI pod and press  $\triangle$  to crawl inside.



are only a handful of memory boards that can be salvaged here, and you have a full minute to yank them out. The memory boards you've retrieved can be used later to create your own AI weapon.

After you've removed the memory boards, Snake jumps free of the Pupa as it's rocked by a series of explosions. But the AI pod survives and shoots off like a rocket. In the cutscene that follows, Huey gives Snake the long version of what's going on. But pay close attention and press  $\square$  when prompted. The CIA has created the Peace Walker AI weapon as a nuclear deterrent. Coldman plans to test the Peace Walker in a few days. But first it must be completed by the project's manager, Dr. Strangelove. Her lab is located in the ruins beyond the Cloud Forest. Since he no longer has a job, Huey agrees to join MSF. When you get back to Mother Base, assign him to your R&D Team.



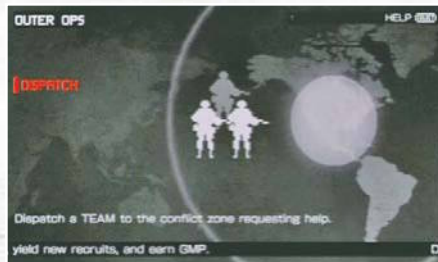
Inside the AI pod, listen to Huey's instructions to remove the memory boards. Select the memory boards marked with a colored icon. The black memory boards are either locked or damaged and cannot be removed. There



## Mother Base Management: Outer Ops

Following the battle with the Pupa, you can now assign your Combat Team to Outer Ops. In Outer Ops, you can send units to conflict zones to participate in combat. Battles take place as you progress time by completing Main Ops or Extra Ops missions. If your soldiers are victorious, they will gain experience and you will bring in greater amounts of GMP. You also can obtain rewards and new recruits from the areas you help. However, if you are defeated, soldiers may come back injured or not come back at all. Mechs that sustain damage in battle can be repaired by temporarily removing them from the combat lineup.

At the moment you can only undertake three Outer Ops missions, but more will be made available over time. Each mission can be completed by a team of up to eight units—you can have a total of eight teams (A-H) active at one time. When determining who or what to assign to a mission, study what you're up against first. In the Dispatch screen, you can see what enemy units you're facing and respond accordingly. For example, if you're only going up against three enemy soldiers, respond with at least six of your own to ensure victory. Armored vehicles, tanks, and helicopters can be added to your teams, offering a huge boost in firepower. When you have your team selected, select the Launch Attack option to begin the mission. The mission's outcome won't be available until later, so go complete another mission and check back later. Try to run at least one Outer Ops mission in between your Main Ops and Extra Ops missions. This is a great way to boost your Combat Team's experience and gain extra GMP.





# MAIN OPS/CHAPTER 2: THE PHANTOM HERO

## MISSION 11/TRAVEL TO THE CLOUD FOREST

**Date:** November 19, 1974

**Location:** Central Heredia, Costa Rica

**Mission Details:** Head north toward Central Heredia, where Dr. Strangelove's lab lies hidden among Mayan Ruins.

**Completion Unlock:** Snake Uniform (Stage), Snake (Naked) Uniform, Ballistic Shield Design Specs

**Uniform:** Tiger Stripe

### MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	Support Supply Marker
Mate Tea	Smoke Grenade
Spicy Curry	—

map and climb onto the nearby plateau. From here you can pick off a couple scouts with the Mk.22. The first one is located just below the east side of the plateau, lying prone in the grass—shoot him in the back of the head. The next scout is crouched, hiding behind a tree nearby. Tranquelize him, too, then drop off the plateau and send both sleeping scouts back to Mother Base with the Fulton Recovery System.

Having trouble spotting the scouts? Try using the Night Vision Goggles to reveal each scout's heat signature.

NOTE

### Selva de la Leche: Jungle

**Enemies:** 3  
**Prisoners:** 0

#### MAP LEGEND

- ➔ Path To Take
- 📦 Pick Ups

📦 Anest. (S) x8

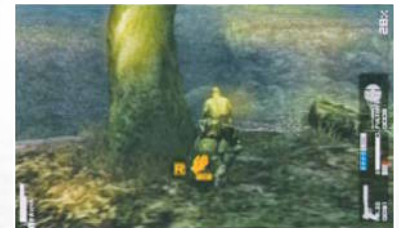
Start

Exit

Area Map/Selva de la Leche: Jungle



Peace Walker is being prepped at Dr. Strangelove's lab in the Mayan Ruins beyond the Cloud Forest. Start your journey by creeping north through this area. There are three enemy scouts on this map. Unlike soldiers, scouts don't patrol. Instead, they hide and wait for you to move into view before attacking, so watch your step. Stay along the west side of this



Continue north until you spot a second plateau on the east side of the trail. Climb up onto the plateau and creep up behind the last scout crouched behind this tree. Knock him out with a restraint hold, then send him back to Mother Base with the Fulton. The map is now clear of hostiles. Proceed north along the trail to reach the next area.

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

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04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## ■ Selva de la Leche: Hillside

Enemies: 3

Prisoners: 1



## MAP LEGEND

Prisoners

Path To Take

Pick Ups

Start

Area Map/Selva de la Leche: Jungle



Continue your advance to the north while hugging the eastern edge of the map. Before exiting, turn south to locate the last scout lying prone nearby. Shoot him with the Mk.22, then grab the nearby Snake uniform, a variation of the Jungle Fatigues ideal for sneaking around the ruins. The map is now clear of threats. Evacuate all the sleeping scouts with Fulton.



As Snake enters the next area, the calm of the Cloud Forest is interrupted by an approaching Mi-24A attack helicopter. The chopper drops off four soldiers decked out in heavy body armor. It looks like you have your work cut out for you in the next mission.

There are three more scouts on this map, waiting to ambush you. To avoid being spotted, creep along the eastern edge. The first scout you encounter is lying prone next to a log and facing west. Either sneak past him or shoot him with the Mk.22. You can't perform CQC or restraint holds against prone enemies, so you'll need to tranquilize him if you want to send him back to Mother Base. Once he's taken care of, you can target the second scout hiding behind a tree directly to the west—put him to sleep with a headshot.



A prisoner is located on the path to the west. Rescue him with the Fulton Recovery System then exit the map to the north—the western path cannot be utilized at this point.



MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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28 30 32

## Mother Base Management: Metal Gear ZEKE



If you put Huey on your R&D Team, a new Metal Gear menu option appears when you return to Mother Base. Huey suggests using the salvaged AI parts and memory boards you pulled from the Pupa to begin creating MSF's own AI weapon called Metal Gear ZEKE. Once Metal Gear ZEKE is complete, you can deploy this powerful new weapon on Outer Ops missions. Development of Metal Gear ZEKE is dependent on the parts salvaged from the AI weapons you've defeated. Five walk units, five power units, five leg parts, and five head parts are required to construct ZEKE. In addition to the main parts, memory boards pulled from an AI weapon's AI pod can enhance ZEKE's mobility, sense, attack, and control during Outer Ops missions. For more information, refer to the Metal Gear ZEKE section in the MSF Training chapter.

## MISSION 12/ATTACK CHOPPER BATTLE: MI-24A

**Date:** November 19, 1974**Location:** Central Heredia, Costa Rica**Mission Details:** Neutralize the enemy attack chopper.**Completion Unlock:** Sneaking Suit Uniform, FIM-43 Design Specs**Uniform:** Tiger Stripe

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M60
Lime Soda	LAW
Fulton Recovery System	Grenade
Tortilla Chips	Support Supply Marker
Mate Tea	Smoke Grenade
Spicy Curry	—



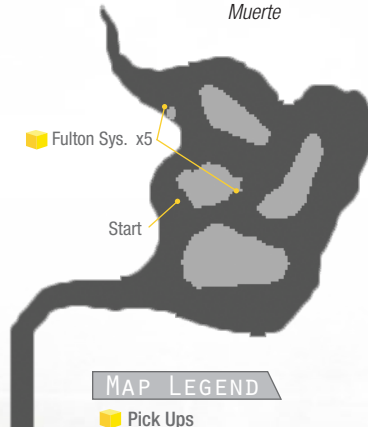
Before starting the mission, listen to Amanda's Briefing Files tape for some helpful guerilla tactics for bringing down the chopper. She suggests hiding and targeting the helicopter's tail rotor.

TIP

## ■ Catarata de la Muerte

**Enemies:** 21**Prisoners:** 0

Area Map/Catarata de la Muerte





MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

For this boss fight, it's much easier (and faster) to take a lethal approach, so leave your tranquilizer-based weapons home. Instead, rely on the M60 and LAW to quickly wipe out the opposition. At the start, the four enemy escorts search the map while the Mi-24A hovers in the distance. The escorts stay together in a tight group, so it's difficult to pick them off one by one. Instead, start the fight by tossing a Grenade toward the enemy soldiers. Or simply mow them down with the M60. But once your cover is blown, get ready for attacks from the helicopter.

Once all four escorts are eliminated, turn your full attention to the chopper. It attacks by firing rockets in your direction. Most rocket attacks can

be avoided by hiding behind the cover of trees or the low rocks on the center of the map. However, be ready to roll out of the way if adequate cover is not available. When the chopper isn't firing rockets at you, hit it with the M60. Target its tail rotor or the red fuel tanks on its wings to inflict optimal damage.

Remember to keep recovery items like Rations or Spicy Curry equipped during this battle to prevent yourself from dying from the helicopter's deadly attacks.



Eventually the Mi-24A hovers near the waterfall to the north to drop off more escorts. Quickly equip the LAW and target the open cargo compartment before the escorts can hop out of the chopper. This causes the escorts to fall out of the helicopter, plummeting to their deaths. This also inflicts heavy damage on the chopper. Try to score at least two LAW hits during these drop-off sequences. This is also the best time to score a hit on the tail rotor. If you act quickly, you can prevent any more escorts from reaching the ground. But be ready to hunt down any stragglers that manage to escape and mow them down with the M60.

Keep the Mi-24A in sight at all times, even as you're hiding. The chopper's commander always announces his rocket attacks by shouting "Now!" with each launch. So be ready to roll, even if you can't draw a bead on the helicopter. The rockets will impact where you were standing when the commander shouted "Now!" When the helicopter isn't firing rockets, look for a safe spot to deploy a Support Supply Marker to stock up on ammo and recovery items.

You must eliminate all 20 escorts before the chopper's commander peeks out of the cockpit. The fastest way to kill the commander is by firing a LAW missile at the cockpit. Even you don't score a direct hit, the splash damage is significant enough to kill him. Alternately, hammer the cockpit with the M60 until the commander is dead. Killing (or tranquilizing) the commander causes the chopper to crash land to the east. Now you can use the Mi-24A in your Outer Ops missions. But it will need to be repaired first.



MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT AN ARMY

020508

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE

Killing all 20 escorts and the commander won't do wonders for your Heroism score, but it's the fastest way to complete the mission. If you wish to take a non-lethal approach, hunt down all 20 escorts with a tranquilizer-based weapon and hoist them off the map with the Fulton Recovery System. Grab the two Fulton pick-ups on the map to replenish your supply of balloons—this will allow you to evacuate all 20 escorts. When the commander shows himself, pepper the chopper's cockpit with tranquilizer rounds until he falls asleep. This method is very difficult and time consuming, but it's the only way to earn a clear rank higher than a C.

TIP

Mother Base Management: FIM-43



While you're at Mother Base, get busy developing the FIM-43 surface-to-air missile launcher—it will come in handy later when you face off against the Chrysalis. If you haven't met the requirements to develop it, consider playing some Extra Ops missions until you have the requisite staff and GMP. It costs a whopping 61,290 GMP, so you may need to save up.

MISSION 13/HEAD FOR THE LAB

**Date:** November 19, 1974  
**Location:** Central Heredia, Costa Rica  
**Mission Details:** Head north to Dr. Strangelove's lab, disguised as a Mayan ruin.  
**Completion Unlock:** Support Supply Marker (Thrown) Design Specs, Support Strike Marker (Thrown) Design Specs  
**Uniform:** Snake

MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M16A1
ID Card (H)	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Night Vision Goggles	Support Supply Marker
Mate Tea	Smoke Grenade
Tortilla Chips	—

Be sure to bring along the ID card Huey gave you earlier—it's the only way to access the lab. You actually begin this mission on the Catarata de la Muerte map where you defeated the MI-24A. Simply head north from there to reach the Selva de la Muerte: Bottom of Cliff map.

NOTE

Selva de la Muerte: Bottom of Cliff

**Enemies:** 2  
**Prisoners:** 0

MAP LEGEND

- Path To Take
- Pick Ups



Area Map/Selva de la Muerte: Bottom of Cliff

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

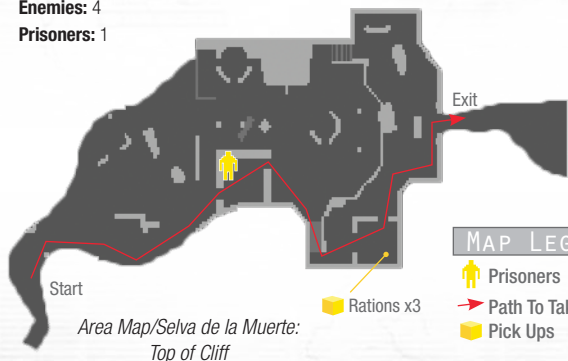


There are two well-concealed snipers in this area, but you can avoid them both by simply moving along the east side of the map. As you near the steps to the north, look for one of the snipers on the stone platform to the northwest. The snipers are dressed in green ghillie suits, making them extremely difficult to spot. Fortunately, they're not wearing helmets so they can be quickly tranquilized with a headshot from the Mk.22. But there's no need to engage the snipers here unless you want to retrieve the Rations in the center of the map. So creep up the steps to the north and proceed to the next area.

## ■ Selva de la Muerte: Top of Cliff

Enemies: 4

Prisoners: 1



Stay along the south side of this map to avoid being spotted by the four scouts hiding among the ruins. Feel free to tranquilize any scouts you encounter and ship them back to Mother Base. While trekking east, free the prisoner in the first set of ruins. Once the prisoner has been evacuated, continue creeping along the southern side of the map until you can reach the exit to the east.

In the following cutscene, Snake finds a French ornithologist named Cécile—she has just escaped from Dr. Strangelove's lab facility. She was being held captive for weeks but managed to slip away by stealing an ID card. Cécile reports seeing an AI pod in the lab that spoke with a woman's voice. It becomes clear that Cécile is the one who made the recording Galvez shared earlier—the recording with The Boss's voice. Cécile agrees to come back to Mother Base and is soon airlifted out of the jungle with the Fulton Recovery System. She'll be in the Waiting Room when you get back, so don't forget to assign her to a team.





MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

## ■ Ruinas de Xochiquetzal

Enemies: 5

Prisoners: 1

## MAP LEGEND



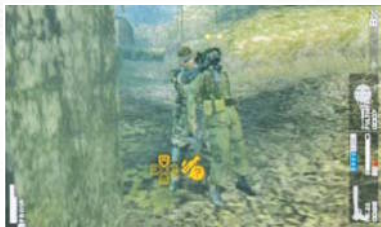
Prisoners



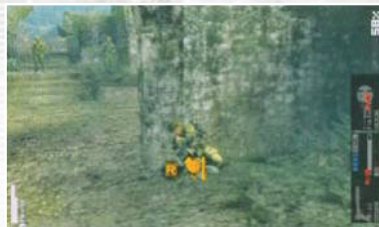
Path To Take



Pick Ups



This next area is swarming with enemy soldiers, so watch your step. Start by heading east. Sneak up behind the patrolling soldier here and choke him out with a restraint hold. These guys are wearing helmets, so this is the fastest way to incapacitate them. Once the soldier has passed out, evacuate him with the Fulton Recovery System.



Next, move toward the stone archway. There are three enemy soldiers patrolling to the north, effectively blocking the direct path to the exit. Don't engage these soldiers. Instead, look for a way to move around them. When the soldiers look away from your position, pass through the archway and advance through the narrow passage to the west.



Advance to the northwest corner of the map, then creep east toward the exit. Move slowly to avoid alerting the three enemy soldiers nearby. Once you're past the soldiers, creep north through the exit to complete the mission.

When Snake reaches the entrance to the lab, the ID card Huey provided doesn't work—apparently Dr. Strangelove has already revoked Huey's access. Maybe Cécile still has the card she used to escape?



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## Mother Base Management: Cécile



Now that Cécile is back at Mother Base, you can assign her to one of your teams. Her skills make her a great choice for either the Mess Hall or Intel Teams. She can also make a positive impact on your Medical Team.

## MISSION 14/LOCATE THE ID CARD

**Date:** November 19, 1974**Location:** Central Heredia, Costa Rica

**Mission Details:** Locate the soldier carrying the ID card and steal it. Make sure to leave room in your item menu to hold the ID card.

**Completion Unlock:** None**Uniform:** Snake

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Surround Indicator	M16A1
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Love Box	Support Supply Marker
Spicy Curry	Smoke Grenade

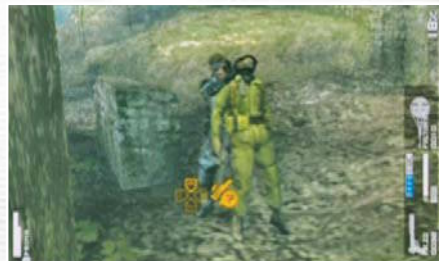
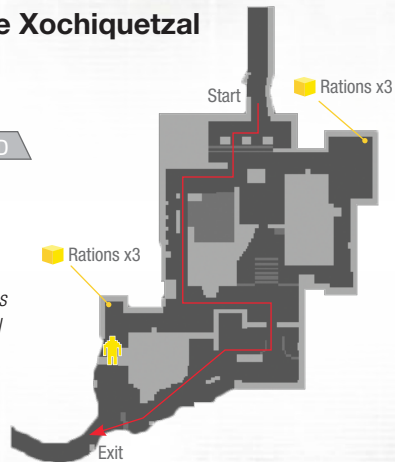
The ID card Cécile used to escape is held by a CIA merc in an orange jacket. The merc is wandering the jungle in one of three possible map locations: Catarata de la Muerte, Selva de le Leche" Hillside, or Selva de la Leche: Jungle. So you need to backtrack through the ruins to the south to find him and retrieve the card before accessing the lab. On this map, follow the same route you took earlier, working your way along the west side. Knock out a couple enemy soldiers along the way with restraint holds. There's also a new prisoner located in the southwest corner of the ruins. Rescue him with the Fulton Recovery System and proceed south. Ignore the three other soldiers—you can slip away without even being spotted.

## Ruinas de Xochiquetzal

**Enemies:** 5**Prisoners:** 1

## MAP LEGEND

- Prisoners
- Path To Take
- Pick Ups

Area Map/Ruinas  
de Xochiquetzal

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE

■ Selva de la Muerte: Top of Cliff

Enemies: 4

Prisoners: 0

Area Map/Selva de la Muerte: Top of Cliff

MAP LEGEND

➔ Path To Take

📦 Pick Ups



There are two scouts and two snipers hidden on this map, so watch your step. Start by moving along the northern wall of the ruins. By taking this route you can sneak up behind one of the scouts and two of the snipers. Shoot each of them in the back of the head with the Mk.22 then use the Fulton to send them back to Mother Base.



The last scout is located near the exit, facing north. Circle around behind him and put him to sleep with the Mk.22. Eliminating all the enemies on this map will make it much easier when you return to the lab. If you simply sneak past all the enemies here, they will be in new positions when you return.

■ Selva de la Muerte: Bottom of Cliff

Enemies: 1

Prisoners: 0

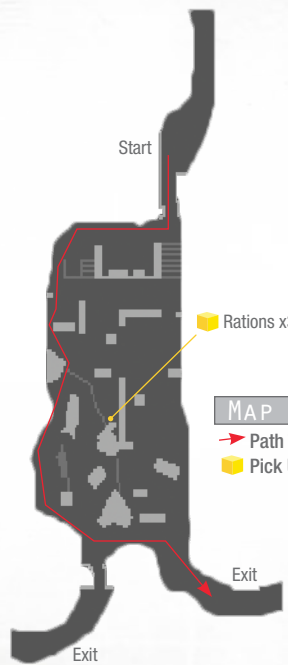
Start

📦 Rations x3

MAP LEGEND

➔ Path To Take

📦 Pick Ups



Area Map/Selva de la Muerte: Bottom of Cliff



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## QUICK REFERENCE

If the CIA merc is on this map you can find him patrolling to the east. But if he's not on this map, you'll just find a regular soldier patrolling to the east. Listen for the sound of a quetzal bird to zero in on the CIA merc's position. If you forgot what a quetzal sounds like, radio Cécile and she'll imitate the bird's call. When you find the CIA merc, wait for him to walk away from you then take aim and sl

Approach the sleeping CIA merc and make sure the Fulton Recovery System isn't selected—you don't want to evacuate him until you've grabbed the ID card. Stand next to his body and press  to rummage through his pockets. This is called a body check and you can use it to retrieve items from bodies. When ID Card (C) pops out, walk over it to add it to your inventory. If your item inventory is full, you must first drop an item before you can pick it up. You can use the Fulton to send the CIA merc back to Mother Base now.

If you didn't find the CIA merc on the Catarata de la Muerte map, keep heading south. He will be located in the Selva de la Leche: Hillside or Selva de la Leche: Jungle maps. The Selva de la Leche: Jungle map also holds a prisoner, making it well worth the trip. But be careful not to accidentally kill or Fulton the CIA merc until you've retrieved the ID card. If this happens, leave the map to reset the CIA merc's position and resume your search.

Now it's time to backtrack to the lab. Use the following directions to avoid detection.

## ■ Catarata de la Muerte

**Enemies:** 2

Prisoners: 0

Start / Exit

## MAP LEGEND

### → Path To Take

*Area Map/Catarata de la Muerte*

Exit


**TIP**

MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 5:  
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EXTRA OPS  
QUICK REFERENCE

**Selva de la Muerte: Bottom of Cliff:** If you neutralized the two snipers on this map earlier, the path to the north is clear.

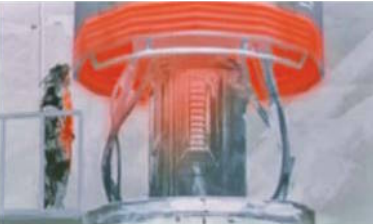
**Selva de la Muerte: Top of Cliff:** If you neutralized all four enemies earlier, this map is clear. Simply head north.

**Ruinas de Xochiquetzal:** Follow the same path you used earlier. Because you evacuated the two enemy soldiers, this path is clear of threats. Just be careful not to get spotted by the three other enemy soldiers.

■ AI Laboratory (Cutscene)

When Snake reaches the lab's door, the new ID card works, allowing him to gain entry into the Mayan Ruins. But Dr. Strangelove is waiting. She reveals that the Peace Walker AI has been constructed from the life experiences of The Boss, Snake's mentor. Although she's been dead for a decade now, an artificial version of The Boss lives on in what Dr. Strangelove refers to as the Mammal Pod. Once completed, the Mammal Pod will be installed in the Peace Walker to aid in Coldman's nuclear deterrence strategy.

Dr. Strangelove challenges Snake to kill The Boss again, locking him inside the Mammal Pod. During this sequence, remove as many memory boards as possible, just like you did when you destroyed the Pupa. None of these boards has colored icons, and they can't be used in Metal Gear ZEKE, so don't worry about your selections. Simply pull out boards until the timer expires.



SNAKE wakes up outside the lab as the Mammal Pod is hoisted away by a helicopter. Dr. Strangelove has escaped. But Snake has more immediate concerns as the Chrysalis appears overhead and enters attack mode.



After pulling out the memory boards, Snake passes out, leading to an interactive flashback sequence. Snake remembers the day The Boss told him she was defecting to the Soviet Union. Pay close attention to this cutscene and press the buttons shown onscreen to complete it.

MISSION 15/CHRYSLIS BATTLE

**Date:** November 19, 1974  
**Location:** Central Heredia, Costa Rica  
**Mission Details:** Take out the enemy's Chrysalis weapon.  
**Completion Unlock:** Carl Gustav M2 Design Specs  
**Uniform:** Snake

MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M60
Surround Indicator	FIM-43
Lime Soda	Grenade
Tortilla Chips	Support Supply Marker
Mate Tea	Smoke Grenade

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
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A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 4:  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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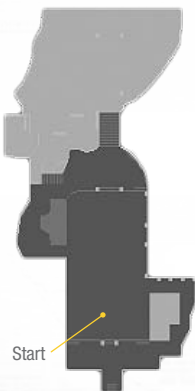
## EXTRA OPS

## QUICK REFERENCE

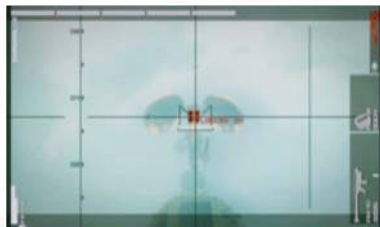
## ■ AI Laboratory

Enemies: 1

Prisoners: 0



Area Map/AI Laboratory

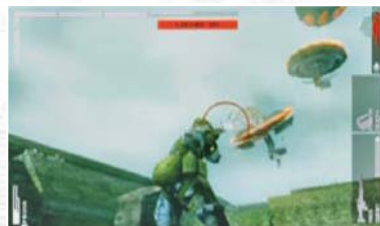


The FIM-43 can lock on to the Chrysalis when it flies away into the fog. This is a good way to track the craft's movements. But hold your fire until you can verify the missile is locked on to the AI pod. Hitting other components will still inflict damage, but not as much as hitting the AI pod.

TIP



When the Chrysalis enters normal mode, it conducts a series of strafing runs with its chaingun and missiles. The craft only has forward-facing weapons, so as it begins a strafing run, charge directly at it to avoid the brunt of the attack. Then as it flies over head, rake it with machine gun fire from the M60. To keep track of the craft's whereabouts, equip the Surround Indicator. This allows you to move in the direction of the Chrysalis before it begins its strafing run.



At some point, the Chrysalis deploys a set of kidnapper drones. Use the M60 to knock these pesky units out of the air. If you're having trouble hitting them, turn on auto-aim. Deal with these threats as quickly as possible or else they may deploy their grappling hooks and hoist you into the air. If you're grabbed by one of the drones, rapidly move the analog stick back and forth to shake free of its grip. The Chrysalis continues to attack while the drones are active, so don't stand still. If you're dangling from one of the kidnapper's grappling hooks, you're particularly vulnerable.



MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 2:  
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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33  
28 30 32

EXTRA OPS

QUICK REFERENCE

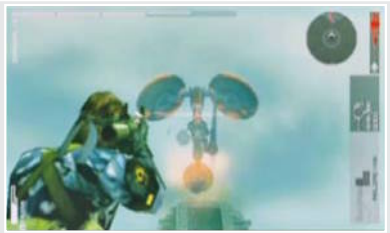
Be ready to move out and take cover when the Chrysalis charges up its railgun. Before firing, the Chrysalis targets Snake with a red laser beam. Quickly move as far away as possible from this beam to avoid getting blasted. The narrow passages in the southeast corner of the map are a good place to seek shelter. Plus, the walls here can withstand the powerful railgun and missile attacks. Just be sure to put one of these thick walls between you and the Chrysalis. As you run low on ammo, this is also a good spot to deploy a Support Supply Marker.

Continue hitting the Chrysalis with missiles and machine gun fire until its health is depleted. At this point it lands, allowing you to access the AI pod. Quickly rush toward the Chrysalis, blow the hatch off its AI pod, then climb inside.



Once inside the AI pod, begin yanking memory boards as fast as you can. Remember, focus only on the memory boards with colored icons. You have a full minute to work in here so make the most of your time, tackling one column of memory boards at a time. Once the minute has expired, Snake jumps out of the AI pod just before it shoots off like a rocket. At least you won't have to worry about the Chrysalis any more. Once you get back to Mother Base, begin development on the new Carl Gustav M2 missile launcher.

There is one major downside to destroying the Chrysalis with the FIM-43. The FIM-43's missiles completely destroy the craft's railgun, preventing you from salvaging it for Metal Gear ZEKE. This can be problematic later on. If you want to salvage the railgun, attack the Chrysalis with the M60 and LAW. Obviously the fight is much more challenging with these less-powerful weapons, but the effort is worthwhile. You can always come back and replay this battle later once you have better weapons—it's much easier once you've upgraded the LAW to rank 3 or higher.



CAUTION

# MAIN OPS/CHAPTER 3: A NATION REBORN

## MISSION 16/TRAVEL TO THE MINE BASE

**Date:** November 21, 1974  
**Location:** Mine Base, Costa Rica  
**Completion Unlock:** None  
**Uniform:** Snake  
**Mission Details:** Head for the enemy's Mine Base and prevent the assembly of the Mammal Pod and Peace Walker.

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M16A1
Surround Indicator	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade
Tortilla Chips	Support Supply Marker
Mate Tea	Smoke Grenade
Love Box	Solid Magazine



The Mammal Pod has been flown to the nearby Mine Base to be installed in the Peace Walker. You must reach the base and stop the Peace Walker project before Dr. Strangelove and Coldman can proceed with their test. But first you need to get past this area. Start by heading west along the northern edge of the map. Sneak up behind the enemy soldier patrolling here and choke him out with a restraint hold. Continue west to locate a female prisoner next to the stack of lumber. Use the Fulton to send her back to Mother Base along with the soldier you just knocked out.

## Miner's Residence

Enemies: 5

Prisoners: 2

## MAP LEGEND



Prisoners

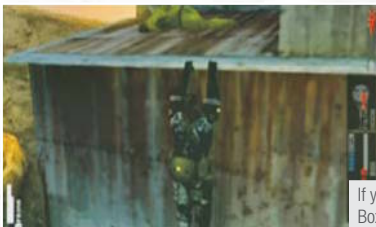
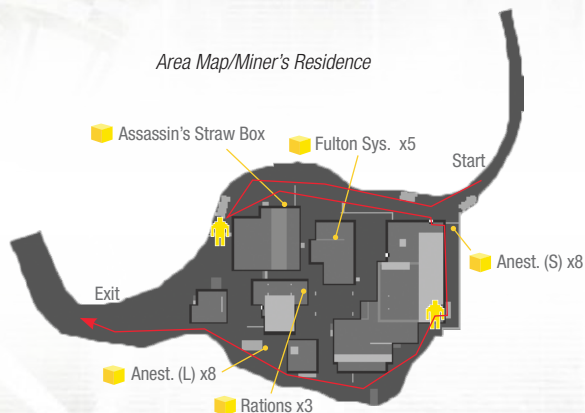


Path To Take



Pick Ups

Area Map/Miner's Residence



Backtrack to the starting position and climb the ladder leading to the roof of the large structure on the east side of the map. Once on the roof, step off the east side so Snake grips the edge with his hands. Now shimmy to the south along the edge of the roof. When you reach the southeast corner, pull yourself up and free the prisoner here—this is the only way to reach her.

If you want to reach the Fulton pick-up on the rooftop to the north, use the Love Box as a step by placing it next to the crates stacked on the building's southeast corner. But it's advisable to neutralize the patrolling soldiers first.

TIP

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

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MAIN OPS/CHAPTER 2:  
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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 5:  
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## EXTRA OPS

## QUICK REFERENCE

Now drop off the east side of the roof onto a crate and sneak along the south side of the map. Watch out for the two enemy soldiers patrolling the central path to the north. Once you've snuck past them, pause before reaching the exit. There's an enemy soldier on a rooftop to the west, as well as another patrolling nearby. Stay behind cover until the soldier on the roof turns away from your position. As you creep west, keep the camera facing north so you can monitor the two soldiers in this area. If either one turns in your direction, find cover or simply race toward the exit before they can sound an alarm. Once you reach the exit, the mission is complete.

If you trigger an alarm on this map, no reinforcements will arrive. Instead, you must simply contend with the existing soldiers on this map. If you manage to neutralize all the soldiers and rescue the two prisoners, the mission ends automatically.

NOTE

The Peace Walker is being lowered into the underground base just as Snake reaches the mining pit. Suddenly the base goes on full alert as several snipers take up positions around the pit's perimeter and kidnapper drones take to the sky. It looks like you'll have to fight your way into the base.



## MISSION 17/ELIMINATE THE GUARDS

70

**Date:** November 21, 1974**Location:** Mine Base, Costa Rica**Mission Details:** Eliminate the enemy guards to clear the way for the infiltration of the Mine Base.**Completion Unlock:** None**Uniform:** Naked

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M60
Tortilla Chips	LAW
Fulton Recovery System	Grenade
Lime Soda	Support Supply Marker
—	Support Strike Marker

## ■ Mining Pit

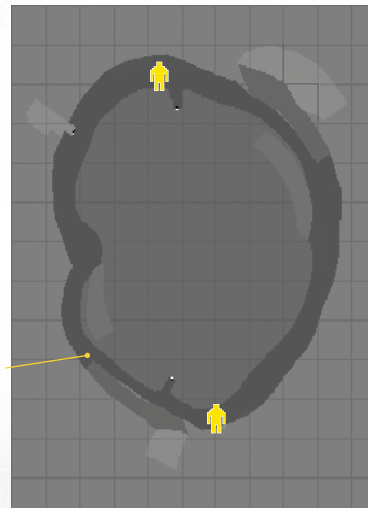
**Enemies:** 24**Prisoners:** 2

## MAP LEGEND

 Prisoners

Start

Area Map/Mining Pit





MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 2:  
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MAIN OPS/CHAPTER 3:  
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## EXTRA OPS

## QUICK REFERENCE

You must eliminate a total of 24 enemies on this arena-like map, in addition to the five kidnapper drones flying overhead.

Fortunately the enemies attack in waves, making them easier to manage. In the first wave, there are only three snipers. Start by finding cover. The metal barricades surrounding the pit offer excellent protection against the snipers. So get behind one of the barriers and drop to a crouched stance. The snipers are equipped with laser sights making it easy to determine when you're being targeted. So if you have a red laser pointing at you, find some cover. When you're not being targeted by the snipers, peek above or around the barricade to shoot the kidnapper drones buzzing overhead. It's best to take these drones out early before dealing with the infantry.

Once all five kidnapper drones are destroyed, go after the snipers. The fastest way to deal with the snipers is by shooting them with the M60. It's not very effective at long range, so charge after the snipers and mow them down. As long as you run, the snipers have a very difficult time hitting you.

However, keep Rations or other recovery items equipped while charging after the snipers. Snipers will not hold their ground. As you rush them, they'll run away, making them easy targets, especially if you activate auto-aim. Hunt them down one by one to trigger the arrival of the next wave.



As the last of the snipers bleed out, move to the south side of the pit and equip the LAW. As the next wave files out of the base's door to the north, fire a LAW missile into the cluster of six commandos. This is the fastest way to eliminate multiple enemies, but don't waste all your ammo. Wipe out the survivors with the M60.

If you don't want to kill all the commandos, wait until they get close then use a consecutive CQC attack to knock them out. Once they're all out cold, send them back to Mother Base with the Fulton Recovery System.

TIP

The third wave consists of four snipers and a commando armed with a rocket launcher. Once again, target the cluster of enemies with the LAW before they can spread out. Consider taking cover behind one of the barricades, especially if you see red lasers pointed at you. Wait for the commando with the rocket launcher to move within range, then gun him down. Once he's taken care of, hunt the snipers, charging at them with the M60. While awaiting the arrival of the fourth wave, retreat to the south side of the map and use your Support Supply Marker to stock up on ammo.



MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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Six more commandos charge at you in the fourth wave, almost moving in single file. This makes them particularly vulnerable to the LAW. Fire a missile into the middle of the group to take out several commandos. Hold your ground behind one of the barricades and let the survivors come to you—greet them with a full auto blast from the M60.

Two commandos and two snipers make up the last wave of enemies. Try to lure the commandos to the south side of the map, then take them out with the M60. Once they're out of the way, go after the snipers. But before killing the last enemy, locate the two prisoners on the map and use the Fulton Recovery System to evacuate them. There's one prisoner on the southern perimeter of the pit and another to the north. With only one sniper left, this is the best time to go after the prisoners. Just keep running to avoid getting sniped.

After you defeat all 24 enemies, a new AI weapon appears over the ridge and descends into the mining pit. This massive tank-like vehicle is called the Cocoon. Are you ready for another fight? Fortunately, you don't have to take it on until the next mission.



## MISSION 18/COCOON BATTLE

72

**Date:** November 21, 1974**Location:** Mine Base, Costa Rica**Mission Details:** The enemy's Cocoon weapon blocks the way into the base. Get rid of it.**Completion Unlock:** None**Uniform:** Naked

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M60
Tortilla Chips	LAW
Lime Soda	Support Supply Marker
Mate Tea	Support Strike Marker



Before starting this mission, listen to Huey's Briefing Files tape for some helpful tips on stopping the Cocoon. He also offers hints on how to avoid its attacks.

TIP

# MSF TRAINING

## MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 5:  
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## EXTRA OPS

## QUICK REFERENCE

## Mining Pit

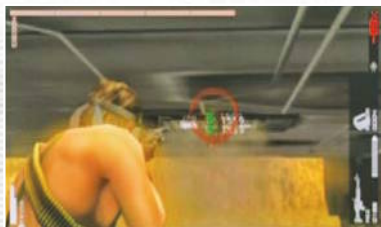
Enemies: 1

Prisoners: 0



Start


Area Map/Mining Pit



When the mission begins, resist the urge to run away from the massive Cocoon. Instead, run directly toward it. The vehicle's weapons are easily avoided by staying close to the vehicle or directly underneath it. While you're underneath the Cocoon, look for the two ventilation ducts and blast them with the M60. This inflicts heavy damage.

The Cocoon is heavily armored, so the only way to damage it is by targeting its AI pod, weapons, or these ventilation ducts. There are two more ventilation ducts on the back of the vehicle, positioned atop the chassis.

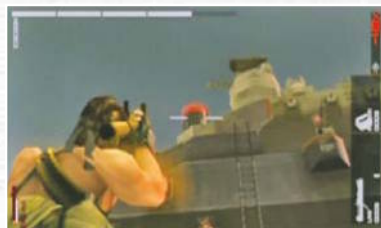


not careful, it will lower and crush you. When the vehicle begins to lower while you're beneath it, repeatedly press  to reach up and prevent the vehicle from crushing you. Better yet, race out of the way before the chassis lowers.

While beneath the Cocoon, plant a Support Strike Marker and activate it. This will call in an artillery strike directly above you, damaging the components on the Cocoon's superstructure.

TIP

Once the ventilation ducts on the bottom are destroyed, move to the side of the Cocoon and target its AI pod with the M60 and LAW. Damaging the AI pod is the quickest way to deplete the Cocoon's health. But don't get greedy. When the vehicle prepares to launch another attack with its main gun or hedgehog launchers, quickly run beneath the Cocoon by slipping through the gap between its treads. Race to the opposite side of the vehicle and resume your attack on the AI pod. Keep racing from one side to the other to avoid the Cocoon's attacks while you chip away at its health. Drop Support Supply Markers as needed to stock up on ammo and recovery items.



For best results use a LAW rank 2 missile launcher during this battle. The Carl Gustav M2 is equally effective, but it takes longer to reload. Plus, its telescopic sight makes it harder to target the Cocoon's AI pod at close range.



MSF TRAINING

MAIN OPS MISSIONS:

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BORDERS

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OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE



As you damage the Cocoon, a ladder drops down each side, allowing you to climb atop the chassis. But don't take the offer just yet, otherwise you'll be cut down by the chain gun and missile launchers. It's safer to stay on the ground and keep hammering the AI pod from below. But once the Cocoon's health is down to one bar, make your way to the ladder—but don't climb it until the vehicle's health is completely diminished. At this point, you have a few precious seconds to climb up to the AI pod and blow off its hatch. As soon as the Cocoon rumbles to a halt and the AI's repetitive alarm sounds, begin climbing the ladder.



At the top of the ladder, turn toward the front of the vehicle to reach the ledge at the base of the Cocoon's main conning tower where the disabled AI pod is located. Climb the next ladder to the top of the conning tower and quickly blast the AI pod with your LAW to blow off its hatch. Race toward the pod and climb inside. If you don't make it inside the AI pod in time, the Cocoon reactivates with partial health. Quickly drop back to the ground and resume your attack until you've depleted its health again.

Inside the AI pod, begin yanking memory boards as quickly as possible. You have a full minute, so make the most of your time. Scroll down one column at a time, removing only the boards marked with colored icons. You can use these boards to create components for Metal Gear ZEKE. Once time has expired, Snake crawls out of the AI pod seconds before it detaches itself from the Cocoon and rockets off into the sky. Destroying the Cocoon causes the nearby door to open, allowing you to finally sneak into the base.

MISSION 19/INFILTRATE THE UNDERGROUND BASE

**Date:** November 21, 1974  
**Location:** Mine Base, Costa Rica  
**Mission Details:** Make your way to the bottom of the Underground Base and stop the Peace Walker before it is complete.  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M10 (with Suppressor)
Surround Indicator	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Stun Grenade
Mate Tea	Smoke Grenade
Love Box	Support Supply Marker

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

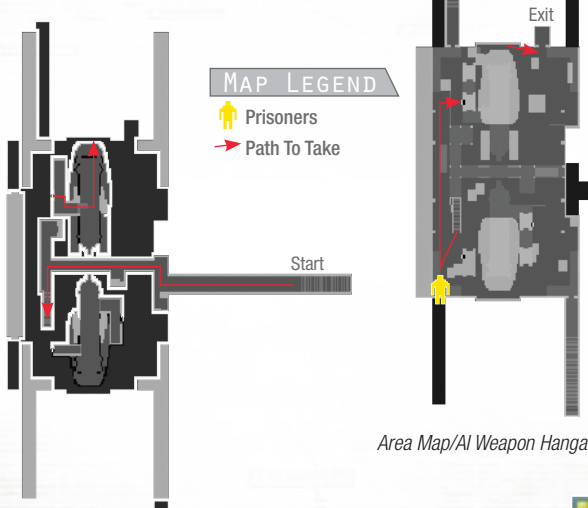
27 29 31 33  
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EXTRA OPS

QUICK REFERENCE

# AI Weapon Hangar

Enemies: 5  
Prisoners: 1



## MAP LEGEND

Prisoners  
Path To Take

Area Map/AI Weapon Hangar 1F

Area Map/AI Weapon Hangar 2F



south. Watch for the guard patrolling the southwest corner below and shoot him in the head with the Mk.22. Use the Fulton to send him off the map, then search behind the nearby crates in the corner of the hangar to rescue a prisoner. Send him back to Mother Base, too.

Creep along the west side of the hangar while monitoring the guard on the L-shaped platform catwalk. Partially climb the ladder up to the catwalk while watching the guard's movements. When he turns away from the ladder, climb to the top and immediately shoot the guard in the back of the head with the Mk.22. Use the Fulton Recovery System to send him back to Mother Base.



From the catwalk, walk atop the large vehicle in the center of the hangar. There are three enemies guarding the elevator to the east. Monitor the two patrolling guards and pick them off with the Mk.22. Make sure their bodies fall out of view from one another to prevent elevating the alert. The third guard is stationary and stares off to the south, so you don't need to worry about him as long as you remain silent.



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A NATION REBORN

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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE



## ■ Underground Passage A

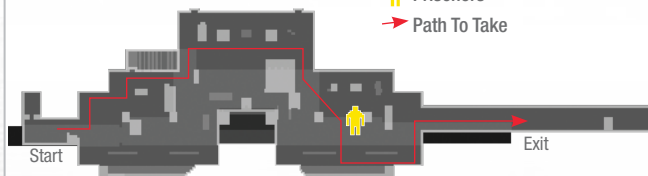
Enemies: 5

Prisoners: 1

## MAP LEGEND

Prisoners

Path To Take



Area Map/Underground Passage A 1F

Slide off the north side of the vehicle and evacuate the two sleeping guards with the Fulton Recovery System. Now turn to the elevator and press while standing next to its control panel. It will take a few seconds for the elevator doors to open, so make sure you're not spotted by any other guards. But if you neutralized the two patrolling guards, you should be fine. Once the elevator doors slide open, step inside to the first of two underground passages.

Upon entering this map, creep to the northern wall and watch out for a couple nearby guards talking—they're needed for backup upstairs. When they run toward the elevator, advance to the east. The second floor on this map is inaccessible, so don't bother trying to take the higher ground. Instead, keep creeping along the northern wall while moving east.

Even after the two guards leave, there are still three more guards on this level, so stay alert. Sneak toward the prisoner on the eastern side of the map and set him free with the Fulton Recovery System. However, be sure you're not spotted by the two guards to the east. If necessary, backtrack to the west and hide, then hunt them down one by one with the Mk.22. Or simply look for an opening and dash down the corridor to the east to reach the next map.





MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 2:  
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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

## ■ Underground Passage B

Enemies: 4

Prisoners: 1

## MAP LEGEND

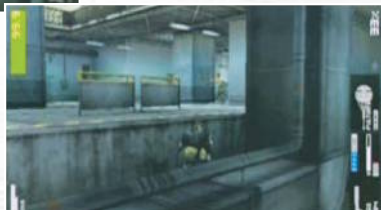
→ Path To Take



Area Map/Underground Passage B 1F



While standing on the duct to the south, you can monitor the two guards patrolling near the exit. One is armed with a shotgun and the other with a shield. Shields can be penetrated only with armor-piercing rounds, so it's best to flank these guys,



The second level catwalk is also off limits on this map, so stick to the ground floor to reach the exit to the east. Start by tranquilizing the nearby guard and evacuating him with the Fulton Recovery System. Afterward, drop off the ledge to the south and shimmy to the duct on the southeast side of the map.

hitting them from the back where the shield offers no protection. When they both move to the opposite side of the nearby pillar and face west, slip past them and take cover behind the large crate in the corridor.

Having slipped past the two guards, you can now tranquilize them from behind. Shoot the guard with the shield first, then drop his buddy. Fly both sleeping guards back to Mother Base, then proceed to the door to the east. Approach the door and rapidly push  $\oplus$  to lift it. Once it's lifted, step through the opening to access the next passage leading to Dr. Strangelove's lab.



There is a female prisoner on the second level of this map, below the shielded guard. But she can be reached only when you play this mission with a friend.

## NOTE

In the following cutscene, Snake enters the lab and sneaks into the Mammal Pod. The artificial version of The Boss recognizes Snake's presence. Snake questions the AI about The Boss's final mission. But the AI has no recollection of the Boss's actions in the Soviet Union. Suddenly Snake finds himself surrounded by armed guards. Coldman approaches and lectures Snake on the future of nuclear deterrence. But just as he's about to order Snake's execution, Dr. Strangelove stops him—she needs Snake alive to complete work on the Mammal Pod. Snake uses this reprieve to launch an escape attempt. Press the buttons shown onscreen to fight off the guards. If you manage to successfully complete this sequence without any mistakes, you'll retrieve Dr. Strangelove's ID card in the scuffle. But the fight always ends the same, with Snake held at gunpoint. You'll need to find another way to escape...



MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## MISSION 20/TORTURE CHAMBER ESCAPE

**Date:** November 21, 1974

**Location:** Mine Base, Costa Rica

**Mission Details:** Escape from the Torture Chamber.

**Completion Unlock:** None

**Uniform:** Naked

## MISSION LOADOUT

Items	Weapons
Hacksaw	Stun Rod

During this mission, Snake is a prisoner and stripped of nearly all weapons and items. You cannot access the Mission Prep option to alter his uniform and loadout.

NOTE



This mission begins with a lengthy interrogation cutscene as Dr. Strangelove questions Snake about his motives for killing The Boss 10 years ago. Dr. Strangelove repeatedly shocks Snake during this scene with a pair of Stun Rods. When prompted, press **▲** repeatedly to avoid passing out.

## Torture Chamber

**Enemies:** 6

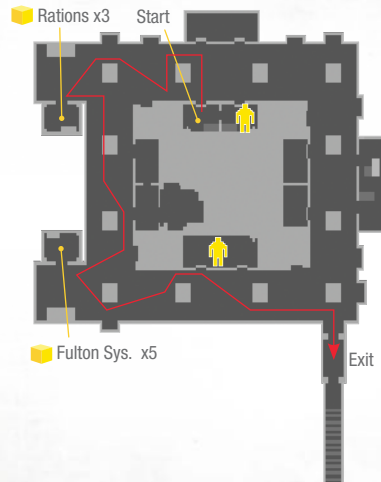
**Prisoners:** 1

Area Map/Torture Chamber

\* = The prisoner appears randomly in one of these locations.

## MAP LEGEND

- Prisoners
- Path To Take
- Pick Ups



Despite your efforts, Snake eventually passes out and is deposited in a cell—several guards armed with shotguns patrol outside. As soon as you gain control, move toward the mirror above the sink and press the action button. This causes Snake to retrieve a Hacksaw from beneath the skin in his chest.

## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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A NATION REBORN

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

Equip the Hacksaw and approach the cell door. When the guard walks away, press **Ⓢ** to begin sawing away at the lock. Alternately press **Ⓛ** and **Ⓡ** to operate the Hacksaw. Instead of hammering the buttons as fast as you can, establish a steady rhythm to quickly unlock the door. Make sure the patrolling guard is looking away before opening the door and creeping out of the cell.



If you retrieved Dr. Strangelove's ID card in the last mission you can use it to unlock this cell door and all other locked doors on this map. If you don't escape the cell quickly, you'll be escorted back to Dr. Strangelove for another round of interrogation. This will continue until you escape.

## NOTE

Next, hide behind the pillar outside your door and wait for the patrolling guard to return. But don't let him get too close to your cell. When he sees the door open, he'll go on alert. So sneak up behind him and choke him out with a restraint hold before he can alert the others. There may be a female prisoner in the cell next to yours. If so, make note of her location—you can free her later.



Your Stun Rod is low on batteries, so don't try to use it against one of the guards.

## CAUTION

Now move toward the western corridor and neutralize the next two guards with restraint holds. Before initiating an attack, make sure both patrolling guards are far apart—you don't want one of them to see you choking out his comrade. Once the corridor is clear, search the nearby supply closets to the north and south. The northern closet contains Rations and the southern one holds a Fulton Recovery System. Backtrack to the guards you knocked out earlier and ship them back to Mother Base. If the female prisoner was located in the cell next to yours, now's a good time to bust her loose.



Now continue along the southern corridor toward the exit. One guard patrols this span, so look for an opportunity to sneak up behind him and knock him out with a restraint hold. If you haven't found the female prisoner yet, she'll be located in the southern cell. Either saw open the lock on the door or use Dr. Strangelove's ID card to open it, then use the Fulton Recovery System to evacuate the prisoner. There are two more guards patrolling the eastern corridor. So make sure they're both looking away before you make a break for the exit in the southeast corner.



The prisoner's cell door also can be unlocked by accessing the control room off the western corridor.

## TIP



MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS  
QUICK REFERENCE

# MISSION 21/HEAD FOR PEACE WALKER'S HANGAR

**Date:** November 21, 1974

**Location:** Mine Base,  
Costa Rica

**Mission Details:** Peace  
Walker is almost complete.  
Head for the hangar where  
it is housed.

**Completion Unlock:** None

**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M10 (with Suppressor)
Surround Indicator	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Stun Grenade
Mate Tea	Smoke Grenade
Love Box	Support Supply Marker



Upon entering the AI Weapon Hangar, turn left and advance along the southern wall to the west side of the facility. Now creep north. Three guards are blocking the path to the exit. Study the patrol patterns of the nearby guard first. When he stops near the staircase, shoot him in the head with the Mk.22. Let him snooze on the ground for a few seconds—you'll deal with his body later.

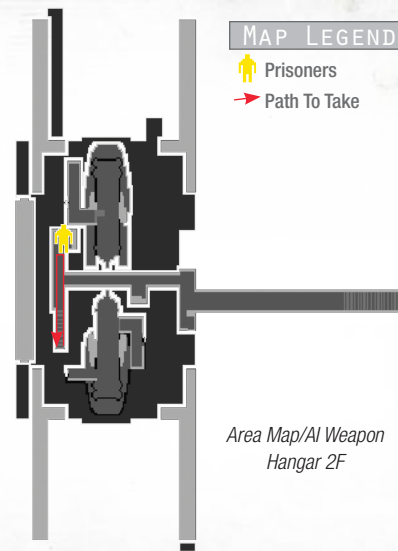
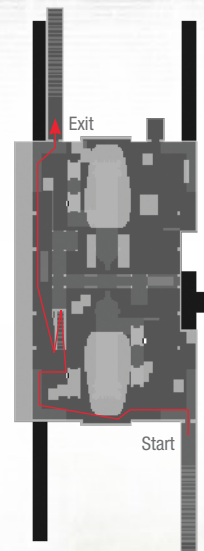


## AI Weapon Hangar

**Enemies:** 5

**Prisoners:** 1

*Area Map/AI Weapon  
Hangar 1F*



## MAP LEGEND

Prisoners

Path To Take

Now climb the nearby staircase and follow the catwalk to the north. Evacuate the prisoner at the northern end of the catwalk with the Fulton Recovery System. Once he's on his way back to Mother Base, stand up and take aim at the two patrolling guards by the northwest exit. Shoot each in the head with the Mk.22. But make sure they're out of sight of one another before pulling the trigger. Once both guards are down, return to the first floor and use the Fulton to send the three sleeping guards back to Mother Base. The path to the exit is now clear. Dash through the doorway to the northwest to access the next passage.

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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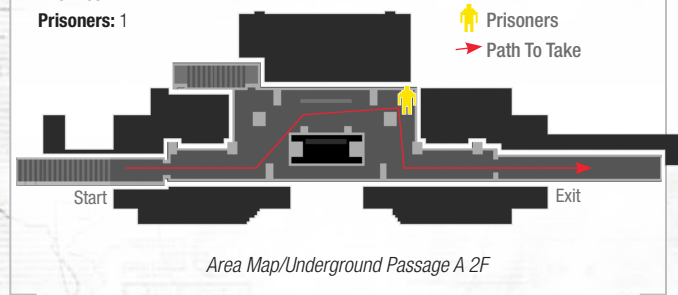
28 30 32

## ■ Underground Passage A

Enemies: 4  
Prisoners: 1

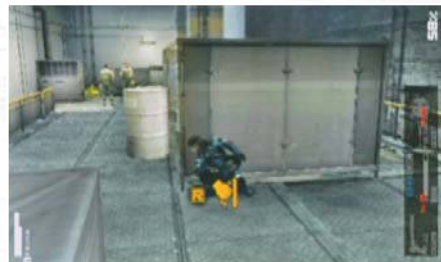
### MAP LEGEND

Prisoners  
Path To Take



Area Map/Underground Passage A 2F

From the AI Weapon Hangar, you appear on the second floor catwalk on this map. Don't bother heading downstairs because you can advance while staying on the second floor. Creep toward the east side of the catwalk until you can spot a couple guards patrolling near a female prisoner in the northeast corner. Wait for the two guards to separate, then hunt them down with the Mk.22, making sure they fall out of sight from one another. Once the guards are asleep, free the prisoner with the Fulton Recovery System. Feel free to evacuate the sleeping guards, too. The rest of the catwalk is clear. Proceed through the eastern passage to access the next map.

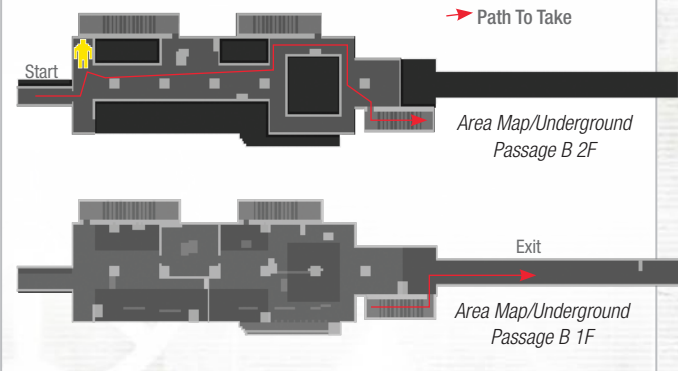


## ■ Underground Passage B

Enemies: 5  
Prisoners: 1

### MAP LEGEND

Prisoners  
Path To Take



Area Map/Underground Passage B 2F

Area Map/Underground Passage B 1F

Step out onto the catwalk and turn left to locate another female prisoner. While using the Fulton Recovery System to free the prisoner, keep the camera facing east and watch for a guard equipped with a shield. Hide behind one of the nearby pillars until the guard with the shield turns away from you. Then step out from behind the pillar and shoot him in the back of the head with the Mk.22. Evacuate his body, too.



MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
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THE PHANTOM HERO

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A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE

There is one more guard with a shield located to the east. Creep along the northern side of the catwalk and flank him—shoot him in the side of the head as he stares to the west. The second floor is now clear, but you need to descend to the first floor to exit.

Approach the stairwell to the southeast and creep down the steps.

Pause at the bottom of the stairwell with your back up against the wall on the left side of the doorway. There are a couple guards patrolling the corridor by the exit. Wait for them to walk to the west, then creep out of the doorway and rush down the passage to the east.



Snake was used by the government to kill The Boss 10 years ago—The Boss wasn't a traitor after all. Coldman then piles on even more bad news by revealing Peace Walker's target—Mother Base. After detailing the finer points of his diabolical plan, Coldman exits, taking Paz and Dr. Strangelove with him.



In the following cutscene, Snake reaches Peace Walker but is confronted by Coldman and Dr. Strangelove—and they're holding Paz captive. Coldman reports that the Mammal Pod is complete and ready for testing. Dr. Strangelove has even more disturbing news, revealing that

Snake chases Peace Walker as it's lifted to the surface of the Mine Base and fires his weapon at the massive weapon system, causing it to enter self-defense mode. Kaz warns that Peace Walker is shifting its focus to Snake, setting the stage for an epic battle—to be continued in the next mission.



## MISSION 22/PEACE WALKER BATTLE

- Date:** November 21, 1974
- Location:** Mine Base, Costa Rica
- Mission Details:** Stop Peace Walker!
- Completion Unlock:** Battle Dress Uniform
- Uniform:** Naked

If you haven't developed the PKM or rank 2 LAW weapons yet, consider taking an M60 and the Carl Gustav M2 missile launcher. The higher the ranking of your weapons, the easier the battle.



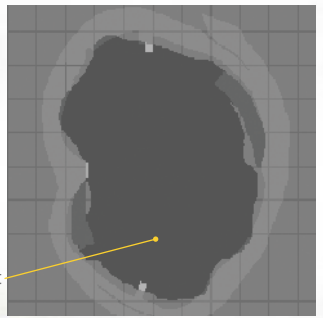
### Mining Pit

- Enemies:** 1
- Prisoners:** 0

Area Map/Mining Pit

MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	PKM
Tortilla Chips	LAW
Lime Soda	Support Supply Marker
Mate Tea	Support Strike Marker





## MSF TRAINING

### MAIN OPS MISSIONS:

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A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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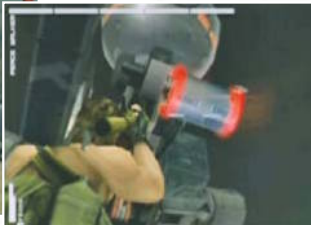
MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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### EXTRA OPS

### QUICK REFERENCE



The battle against Peace Walker takes place in the same Mining Pit map where you fought the Cocoon. There isn't much cover here so stay on the move. Most of Peace Walker's weapons are front-facing. So quickly circle around behind the machine to take aim at its AI pod. For optimal damage, hit the AI pod with the LAW. But your machine gun can dish out some serious damage, too, thanks to its rapid rate of fire. The large spherical node above the AI pod is vulnerable, as are the Peace Walker's legs. So if you can't hit the AI pod, target these other weak points.

While loitering behind Peace Walker, you're still in danger of its attacks. When it launches its S-mines, rush behind and slightly under Peace Walker to avoid getting hit by incoming explosive munitions. But don't hang out under Peace Walker indefinitely. It is armed with fore- and aft-facing flamethrowers between its legs. So escape to a safe distance before these fire-spitting weapons turn you to a crisp. When the flamethrowers are activated, it is a good time to score some easy hits on the AI pod. Just make sure you're out of the flamethrower's range before taking aim.



Try placing a Support Strike Marker beneath Peace Walker. Then when it stops to fire its flamethrower, call in an artillery strike on top of the behemoth to score some heavy damage.



As the Peace Walker takes damage, its attacks become more desperate. Be ready to move out when it engages its drive motor. During this attack, it quickly runs around while firing its flamethrower. Do your best to stay far away during this attack to avoid getting stomped or roasted. Also, be careful not to get in front of the Peace Walker after this charging attack because it will attempt to stomp you with its feet or swat you with its arms. Get back behind the Peace Walker as quickly as possible and resume attacks on its AI pod.

Keep up the attack until Peace walker's health is depleted. In the following cutscene, Coldman's helicopter gunship fires at the Mammal Pod, causing the Peace Walker to transform from its bipedal mode to a quadrupedal mode. At this point, it disengages from combat and crawls out of the mining pit.



In the next interactive cutscene, Snake hops on a horse and chases after Peace Walker. During the sequence, press ▲ repeatedly to make the horse gallop. You must maintain a fast pace alongside Peace Walker to avoid its S-mine attacks. Later, as you gallop behind Peace Walker, press the directional buttons shown onscreen

to avoid the falling trees. Despite your efforts, you can't stop Peace Walker from crossing over the border into Nicaragua. Snake tries to follow but his horse is incapable of climbing the steep terrain and falls backward. It looks like you'll have to finish this fight later.

# MAIN OPS/CHAPTER 4: THE ILLUSION OF PEACE

## MISSION 23/INFILTRATE THE U.S. MISSILE BASE

**Date:** November 23, 1974  
**Location:** U.S. Missile Base, Nicaragua  
**Mission Details:** Peace Walker must be stopped before it can launch its nukes. Infiltrate the U.S. Missile Base on the southeastern shore of Lago Cocibolca and head for the communications tower.  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Spicy Curry	M10 (with Suppressor)
Surround Indicator	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Stun Grenade
Mate Tea	Chaff Grenade
Love Box	Support Supply Marker

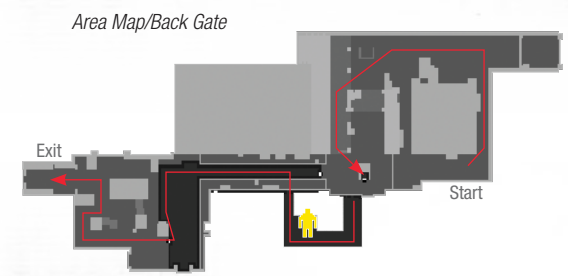


### Back Gate

**Enemies:** 4  
**Prisoners:** 1

#### MAP LEGEND

- Prisoners
- Path To Take



Before the mission begins, pay close attention to the introductory cutscene. Press **[R]** when prompted to put the injured horse out of its misery. This is quickly followed by a flashback sequence when Snake killed The Boss—press **[R]** again. Snake eventually makes it into the U.S. base by smuggling himself onto a truck filled with cardboard boxes. Kaz informs Snake that Peace Walker is being controlled from a control tower—chances are that's where you'll find Coldman, Dr. Strangelove, and Paz. Meanwhile, Kaz is prepping the teams back at Mother Base for an assault.

From the starting position, creep north along the narrow alley on the east side of the map. This allows you to sneak up behind an enemy soldier and grab him with a restraint hold. Why are there Russian soldiers on a U.S. missile base? Don't worry about the soldier on the catwalk to the west—he won't see you as he walks to the south. Use the Fulton to send the knocked-out soldier's body back to Mother Base, then move beneath the catwalk to avoid being spotted by the guard above when he walks to the north.

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
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OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

The Russian soldiers wear helmets, so it's better to knock them out with a restraint hold than to shoot them in the head with the Mk.22. Shooting them in the head will only knock off their helmets and cause them to raise an alert. However, a quick double tap to the head can knock off their helmets and put them to sleep.

## CAUTION

Approach the subterranean trench-like passage, but watch out for the kidnapper drone to the west. If it spots you, it will sound an alert. Wait until it's looking away (as indicated by the red laser) then drop into the trench via the easternmost ladder. You don't need to climb down the ladder. Just drop into the trench to quickly move out of view. Follow the underground passage until you come across a prisoner—send him back to Mother Base with the Fulton Recovery System.



Now you need to traverse the trench, heading west toward the exit. However, the kidnapper drone is still patrolling above. It patrols the trench and the area above it. So wait until it increases altitude and make a dash to the west. If necessary, you can use the alcoves on the north side of the trench to hide, waiting until the kidnapper drone moves away before proceeding. Getting a fix on the drone's precise location can be difficult, so listen for its buzzing sound. If the buzzing sound is loud, it's nearby or directly above, so don't move.



If you don't want to evade the kidnapper drone, simply shoot it with your suppressed M10 submachine gun. The silent weapon won't alert the nearby soldiers, but the drone will when it explodes. This results in a low-level green alert. Simply hide out until the alert passes, then resume your journey to the west. Just make sure the kidnapper drone doesn't spot you before you kill it.

## TIP

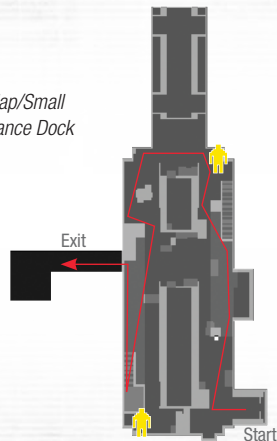
Once you escape the trench, watch the patrolling soldiers on the platform to the west. Sneak toward the ladder and partially climb it until you can see both soldiers. When they both turn away, climb to the top of the ladder and cautiously sneak toward the west, using the crates for cover. If you're careful, you can make it to the exit without disturbing these two soldiers.



## Small Maintenance Dock

Enemies: 3

Prisoners: 2

Area Map/Small  
Maintenance Dock

## MAP LEGEND



Prisoners



Path To Take



## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
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## EXTRA OPS

## QUICK REFERENCE

Before advancing through this map, take notice of the kidnapper drone hovering in the center of the room. It's extremely difficult to get past this drone without being spotted, so shoot it down with the silenced M10. The exploding kidnapper drone will trigger a low-level green alert, so stay hidden until the alert is cancelled and the reinforcements exit.

Once the kidnapper drone is eliminated, sneak along the east side of the map, moving toward the northeast corner. There's a prisoner lying on the ground in this corner. Before rescuing him, choke out the nearby patrolling soldier with a restraint hold. If you fear you might be spotted by one of the patrolling soldiers in the center of the map, throw him into the corner near the prisoner then duck. Now you can evacuate the soldier and prisoner with the Fulton Recovery System.

Now creep along the north edge of the map toward the northeast corner. Keep an eye on the two patrolling soldiers in the center of the map and look for an opportunity to slip past them. Move along the eastern wall toward the staircase to the southwest. Before climbing the stairs, search the southwest corner for another prisoner and evacuate him with the Fulton Recovery System. Finally, climb the nearby staircase and make a beeline for the exit to the west.



## ■ Rooftop

Enemies: 4

Prisoners: 1

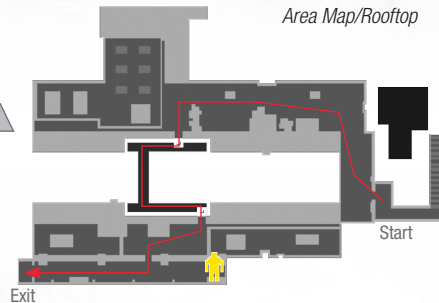
## MAP LEGEND



Prisoners



Path To Take



There are four Russian soldiers guarding the rooftop, joined by another kidnapper drone hovering in the middle. There's no easy way to sneak past these units, so get to work on taking them out, preferably without being spotted. Start by sneaking up behind the patrolling soldier on the north side of the map and choke him out with a restraint hold. Once he's passed out, use the Fulton to send him back to Mother Base.



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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## EXTRA OPS

## QUICK REFERENCE



Mk.22. Don't shoot them in the head, just tag them in the torso, preferably while they're looking away from your position. Keep it up until both patrolling soldiers to the south are fast asleep.

Climb down the ladder on the north side to reach the catwalk below. Cross to the south side and climb the ladder to reach the next walkway. There's one more soldier patrolling inside the nearby hallway to the south. Sneak up behind him and choke him out. There's another prisoner on the eastern side of this corridor. Use the Fulton to send the incapacitated soldier and the prisoner back to Mother Base then proceed to the exit.

Snake reaches the communications tower and makes brief contact with Paz over a closed-circuit security system. She's still being held prisoner somewhere in the facility. Suddenly an alarm is sounded—Coldman knows Snake is here. Kaz checks in and informs Snake that MSF forces are on the move and should arrive to support soon. In the



Next, equip the suppressed M10 submachine gun and destroy the kidnapper drone. As expected, the exploding drone sets off a low-level green alert, so seek cover and hide from the reinforcements until the alert expires. Once everything returns to normal, hold near the ladder on the north side and target the soldiers to the south with the

meantime, Snake needs to fight through the opposing forces and reach the control tower. It's the only way to stop Peace Walker from launching its nukes.

## MISSION 24/HEAD TO THE CONTROL TOWER

**Date:** November 23, 1974**Location:** U.S. Missile Base, Nicaragua**Mission Details:** Proceed immediately to the control tower and stop Peace Walker from launching its nukes.**Completion Unlock:** None**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Great Curry	PKM
Tortilla Chips	M1C
Fulton Recovery System	FIM-43
Lime Soda	Support Supply Marker
—	Support Strike Marker
—	Grenade
—	Smoke Grenade

The Battle Dress uniform allows you to carry three primary weapons. Be sure to bring along a machine gun, sniper rifle, and missile launcher of your choice. A surface-to-air missile launcher like the FIM-43 is very helpful at the end of this mission. Although you can carry more weapons, this ability comes at the price of mobility. So utilize cover as much as possible.

NOTE

MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 3:  
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EXTRA OPS

QUICK REFERENCE

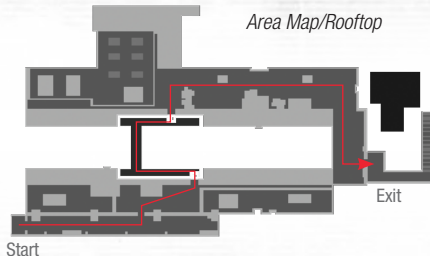
■ Rooftop

Enemies: 5

Prisoners: 0

MAP LEGEND

➔ Path To Take



An alert has been sounded, so there's no use in sneaking around anymore. Aggressively attack all enemies with lethal force—it's the easiest way to get through this mission in one piece. On the rooftop, hold on the south side and engage the enemies to the south and east using a sniper rifle like the M1C. Be sure to take out the two kidnapper drones before advancing to the north side.

There may still be a few survivors on the north side of the rooftop, so be ready to gun them down with the PKM. Before engaging the enemies, find some cover and drop to a crouched stance. Even the most modest form of cover can give you a huge advantage in these firefights. For best results, fire the machine gun in short controlled bursts to keep the weapon on target. Or if you're engaging enemies at close range, use the auto-aim function and simply hold down the trigger to take down your targets fast. When the path is clear, proceed to the exit on the east side of the map.



■ Small Maintenance Dock

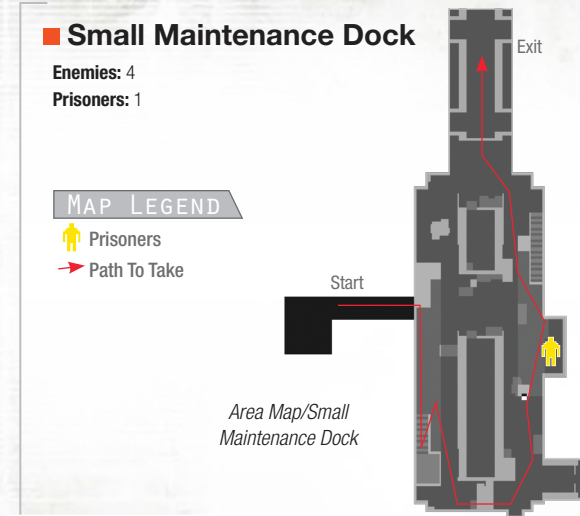
Enemies: 4

Prisoners: 1

MAP LEGEND

👤 Prisoners

➔ Path To Take



This map you snuck through earlier is now crawling with enemies. Hold on the second level catwalk on the west side of the map and engage all visible enemies in the room below, including a kidnapper drone. But

watch out for a commando (armed with a shotgun) flanking you from the entrance corridor—take him out before he can unleash some damage. Also, watch out for incoming Grenades from below.



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

At the earliest opportunity, rush down the stairs and move to the south side of the room. Here you can climb over the top of the crates to reach the east side of the room. Ignore the incoming fire as you move across the top of the crates—at this range, the enemies are quite inaccurate as long as you keep moving.



Creep north along the east side of the room. Utilize cover during the advance and engage any visible enemies along the way. Make your way to the yellow ladder and climb up to the catwalk. There's a prisoner up here, so don't forget to rescue him with the Fulton Recovery System. But after using the

Fulton, switch back to a recovery item. This will prevent you from dying if your health drops below zero. There may be an enemy soldier near the prisoner, so watch your fire—don't hit the prisoner by accident. Once the prisoner is safe, rush down the steps to the north and sprint down the nearby tunnel to exit this area.

## Main Maintenance Dock

Enemies: 9

Prisoners: 1

## MAP LEGEND

Prisoners

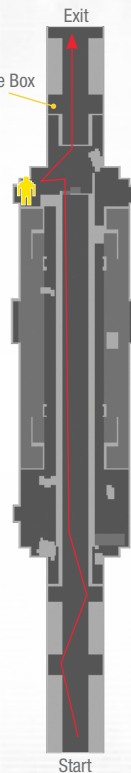
Path To Take

Pick Ups

Area Map/Main  
Maintenance Dock

Upon entering this map, quickly take cover in one of the alcoves on the east or west sides of the central path. There are tons of enemies to the north, including a few snipers, so get behind cover as soon as possible. Switch to the sniper rifle and start picking off targets. Start by blowing away the kidnapper drones, then watch the path for incoming commandos armed with machine guns—don't let them get too close. Hold this position and pick off as many enemies as you can before advancing any further. Consider rushing from an alcove to the next, on alternating sides of the path, to get a better view of the enemies ahead.

Love Box



## MSF TRAINING

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

You'll eventually come under fire from a soldier with an RPG—he's positioned on the loading dock directly to the north. Take aim with the sniper rifle and take him out from long range. The RPG's range is limited, so as long as you stay to the south side of the map, you can engage this hostile without putting yourself at risk.

Hold to the south until you receive no more incoming fire. But that doesn't mean the path ahead is clear. As you proceed north, utilize cover and listen for incoming fire. There may be a few enemies positioned on the flanking walkways to the east and west; take them out before they can take you by surprise. Before exiting the map, search the northwest corner for another prisoner and free him with the Fulton Recovery System. Now prepare yourself for the next map by loading a fresh ammo in your machine gun and equipping a recovery item. If necessary, use your Support Supply Marker to refresh your inventory before moving on.



## ■ Underpass

Enemies: 5

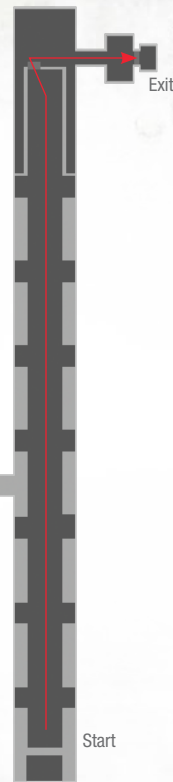
Prisoners: 0

## MAP LEGEND

→ Path To Take



Don't waste a second on this map. Instead, simply race north as fast as you can. Several enemies open fire from the south, but don't worry about them. Zigzag down the tunnel to throw off their aim. The farther you get away from them, the less accurate they'll be. As you near the end of the tunnel, open fire on the two commandos on the loading dock ahead—but don't stop moving forward. For best results, activate auto-aim so you can run and shoot at the same time. If the gate at the end of tunnel closes, stand in front of it and repeatedly press the action button to open it.



Area Map/Underpass

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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A COUNTRY WITHOUT  
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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

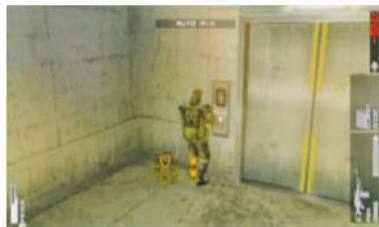
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## EXTRA OPS

## QUICK REFERENCE

Step onto the loading dock ahead and turn right toward the elevator. Move next to the elevator's controls and push  to call it. While waiting for the elevator, make sure no enemies sneak up behind you. Once the elevator arrives, step inside and ride it up to the heliport.


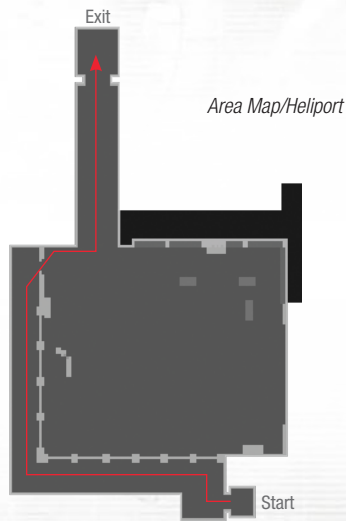


## Heliport

Enemies: 10

Prisoners: 0

## MAP LEGEND

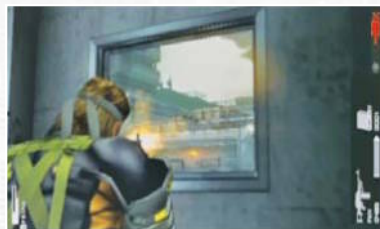
 Path To Take

You're greeted at the heliport by several soldiers and an Mi-24A attack helicopter hovering outside. Stay in the L-shaped hall during this part of the battle and engage the enemy soldiers first. Watch out for commandos rushing the hall, and quickly mow them down with the machine gun. More enemies open fire with machine guns and rocket launchers on the buildings to the north and east. Listen for incoming rockets fired by infantry or the helicopter; they'll blow large holes in the hall's perimeter wall. Keep maneuvering along the hallway and peeking out through the windows until you're certain all the enemy soldiers are down for good. The sniper rifle can be very helpful for hitting those long-range targets positioned on the nearby buildings.

The concrete pillar in the southwest corner offers the best protection during this fight because it can't be destroyed by incoming rockets.

TIP

Once all the enemy soldiers are eliminated, go to work on the chopper. Equip the FIM-43 and launch missile after missile at the Mi-24A. It's best to stay inside the hall while fighting the chopper—the remaining walls offer the best protection against the incoming rockets and chaingun fire. When you run out of missiles, step outside briefly and drop a Support Supply Marker. You can't request supplies from within the hallway, so wait for a safe moment to race outside and plant the marker. Keep hammering the Mi-24A with missiles until it spins out of control and crashes.





MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE

After shooting down the chopper, move to the southern side of the hall and aim at the tunnel to the north. As the door slides open, more commandos appear. Hold your ground and open fire on this last wave of enemies, taking them out from long range before they can close in and pose a threat. Once all the commandos are down, race to the far end of the tunnel and board the lift leading up to the control tower.

Coldman is holding Paz hostage in the control tower, but the tables quickly turn when Professor Galvez shows up. Galvez's real name is Vladimir Zadornov and he's been working with Coldman all along. But now the KGB agent has turned against his CIA counterpart, ordering his soldiers to turn their weapons on Coldman. Zadornov plans to use Peace Walker to target Cuba, with hopes of fomenting rage against the United States and fueling a Socialist revolution in Central America. But Zadornov's plans are dashed when MSF units and Amanda's rebels storm the control tower.

Everything seems to be under control until a gravely injured Coldman secretly activates Peace Walker and initiates a nuclear strike. Dr. Strangelove and Snake race toward the nearby runway where Peace Walker is located. According to Dr. Strangelove, the only way to stop the nuclear launch now is by destroying the Mammal Pod. It's time for round two against Peace Walker!



Mother Base Management: Weapons Development

Before taking on Peace Walker again consider bolstering your arsenal with rank 3 weapons or higher. It's possible to complete the next mission with rank 2 weapons, but it's extremely difficult and time consuming. You're better off waiting until you can attack Peace Walker with stronger weaponry. For starters, make sure your R&D Team is at level 56 or higher. Shuffle staff around as necessary until you can meet the R&D requirements to develop a rank 3 LAW and PKM. This may mean temporarily moving your heavy hitters like Kaz, Huey, Chico, and Amanda to the R&D Team.

If you don't have the PKM yet, complete Extra Ops Mission 28 to earn the design specs for this machine gun.

TIP

MISSION 25/PEACE WALKER BATTLE 2

Date: November 23, 1974

Location: U.S. Missile Base, Nicaragua

Mission Details: Stop Peace Walker from launching its nukes and gain control of the platform.

Completion Unlock: None

Uniform: Naked

MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Great Curry	PKM
Tortilla Chips	LAW
Mate Tea	Support Supply Marker
Lime Soda	Support Strike Marker

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
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BORDERS

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THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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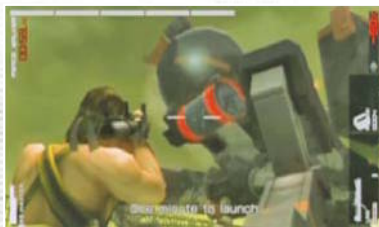
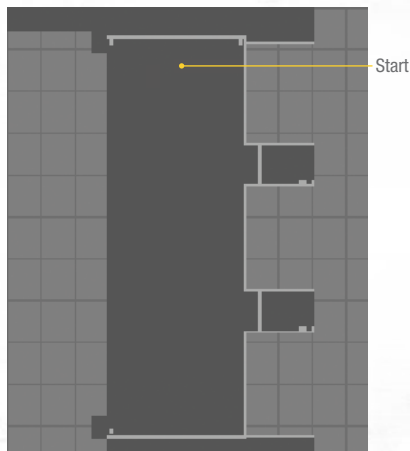
## EXTRA OPS

## QUICK REFERENCE

## Runway

Enemies: 1

Prisoners: 0

*Area Map/Runway*

At the start of the mission, Peace Walker is preparing to fire a nuclear missile—you only have one minute to stop the launch sequence. Race to the southeast corner of the map and target the AI pod with the LAW. Even with a rank 3 LAW, you must hit the AI pod several times to cause enough damage to cancel the launch sequence. As you attack, Peace

Walker will defend itself with missile attacks, so be sure to dodge them. For best results, fire the LAW at the AI pod, then dodge the incoming missiles while reloading. Once you've depleted one of Peace Walker's health bars, the launch sequence is cancelled and Peace Walker enters self-defense mode.

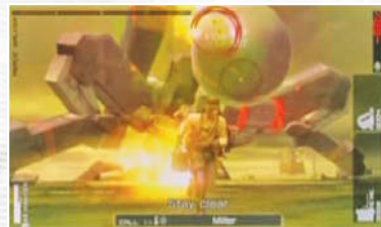
Throughout the battle, Peace Walker will initiate new launch sequences, only giving you a minute to respond. Attack the AI pod with repeated LAW hits to stop the launch sequence. If a nuke is launched, the mission is a failure and must be restarted from the beginning.

CAUTION

Peace Walker is much faster this time, capable of running and jumping great distances. During these sequences, keep your distance and open fire with the PKM, targeting the AI pod and legs to inflict the most damage. When Peace Walker jumps into the lake to the west, rush toward it and place a Support Strike Marker on the ground in front of it as it crawls back onto the runway—but watch out for its flamethrower attack. The Support Strike Marker is a great way to inflict some heavy damage, and this is the best spot to initiate such an attack. Peace Walker may remain in this position for a few seconds, with the front half of its body on the runway and its hind legs still in the lake. Take this opportunity to score some easy hits on the AI pod.

In addition to the flamethrower, missile, and S-mine attacks you encountered in the first battle, Peace Walker has a few new offensive capabilities. Its drill missiles burrow beneath the ground and pop up wherever you're standing before exploding. The best way to avoid these missiles is to keep moving.

But as Peace Walker deploys these missiles, it's vulnerable to attack—so keep hammering it with the LAW or PKM until both drill missiles have burrowed into the ground—at which point, move!



MSF TRAINING

MAIN OPS MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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EXTRA OPS

QUICK REFERENCE

Another new feature is the Peace Walker's EM pulse. When the EM pulse is active, the large spherical node above the AI pod has a glowing orange ring around it. Don't bother launching missiles when the EM pulse is active. The EM pulse can redirect missiles, causing them to miss. So save your missiles for later. Instead, keep firing the machine gun.

If you get too close to Peace Walker it may try to hit you with its new freeze beam. This beam originates from the large spherical node above the AI pod and will freeze you if it hits you. When the beam is activated, simply move away, preferably to one of Peace Walker's sides where it can't hit you. But if you are hit by the beam, rapidly move the analog stick back and forth until you can break free. While frozen, you are extremely vulnerable to attacks, so don't expect Peace Walker to back down.

Toward the end of the battle, Peace Walker moves to the far side of the hangars to the east and initiates a launch sequence. Move between the hangars until you spot the AI pod and target it with the LAW. Peace Walker remains still during this sequence making it easy to hit, but watch out for the incoming missiles. You only have a minute before the nuclear missile is launched, so keep hitting the AI pod until the launch sequence is cancelled.



As you inflict heavy damage, Peace Walker's attacks become more desperate. When it rears up on its hind legs, stay clear of its flamethrower and S-mine attacks. Either run away or slip to the side to avoid this charging attack. Make sure you keep recovery items equipped throughout the battle, especially during the last few minutes. If you haven't taken much damage so far, you're likely to take a beating in the final moments.

Instead of constantly dodging Peace Walker's attacks, look for opportunities to hit its AI pod with the LAW to finally bring this battle to an end. One such opportunity is when it initiates its freeze beam attack. Quickly move to the side and launch missile after missile at the AI pod. The freeze beam attack lasts several seconds, giving you plenty of time to score multiple hits with the LAW or machine gun. Keep hammering the AI pod until Peace Walker's health is completely depleted.

In the following cutscene, Snake tries to convince NORAD to stand down, informing them that the launch data they're receiving is bogus, planted by Coldman to initiate Peace Walker's retaliatory response. After making some headway, negotiations break down when NORAD's chairman faces a mutiny over his decision to stand down. Suddenly, the Mammal Pod breaks open and butterflies pour out of the hatch—The Boss is calling to Snake! Snake quickly climbs up Peace Walker's chassis and enters the Mammal Pod.





MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

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MAIN OPS/CHAPTER 2:  
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MAIN OPS/CHAPTER 3:  
A NATION REBORN

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MAIN OPS/CHAPTER 4:  
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

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## EXTRA OPS

## QUICK REFERENCE

Inside the Mammal Pod, begin pulling memory boards. You have more than four minutes to remove all 40 boards, so pace yourself and proceed column by column. The memory boards here aren't marked with the colored icons, so they can't be used to construct Metal Gear ZEKE. As more and more memory boards are removed, The Boss's voice becomes garbled.

Despite your efforts, the data uplink remains active, feeding false launch information to NORAD. Snake pounds on the Mammal Pod in frustration—press **[R]** when the icon appears onscreen. Although the Mammal Pod has been deactivated, the Reptile Pod has taken up the Mammal Pod's dying wish—making NORAD think that nukes are incoming. You need to stop Peace Walker once and for all before NORAD launches a retaliatory strike.



## MISSION 26/PEACE WALKER BATTLE 3

**Date:** November 23, 1974**Location:** U.S. Missile Base, Nicaragua**Mission Details:** Prevent all-out nuclear war!**Completion Unlock:** Tuxedo Uniform**Uniform:** Naked

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Great Curry	PKM
Tortilla Chips	LAW
Mate Tea	Support Supply Marker
Lime Soda	Support Strike Marker

## ■ Runway

**Enemies:** 1**Prisoners:** 0

All you have to do to complete this mission is hit Peace Walker repeatedly with the strongest weapons you have. Peace Walker is completely immobilized, so drop a Support Strike Marker next to its AI pod and call in an artillery strike. If that isn't enough, hit the AI pod with the LAW until the concluding cutscene is triggered.



As Snake and Dr. Strangelove look on, the Mammal Pod comes back to life, but its red light begins glowing yellow. And it begins singing—The Boss is in control now! The Boss drives Peace Walker into the lake, causing its uplink to be lost. NORAD finally stands down when they realize the launch data were fake. Not only did The Boss avert a nuclear disaster, but she cleared her name in the process—10 years after her death. Peace Walker is now gone for good, along with The Boss. But Snake's problems aren't over yet. . .

Stick around after the game's final credits to hear Snake and Kaz discuss their plans for the future. This is the point when Snake finally embraces his title: Big Boss.

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

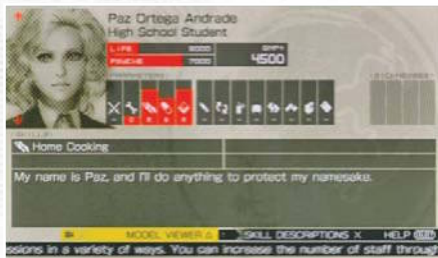
QUICK REFERENCE



## MAIN OPS/CHAPTER 5: OUTER HEAVEN

96

## Mother Base Management: Paz and Dr. Strangelove



a difference on your Mess Hall or Medical Teams. Now that Paz is on Mother Base, the Date with Paz Extra Ops mission (67) is unlocked.

With the Peace Walker project scrapped, Dr. Strangelove is out of a job—assign her to your R&D Team. She can make a significant contribution to Metal Gear ZEKE's AI—the VOCALOID. The VOCALOID feature allows you to record custom voice data for Metal Gear ZEKE. Although she's most useful on the R&D Team, Dr. Strangelove also can make an impact on your Intel, Mess Hall, or Medical Teams. Plus she brings in a lot of GMP, so be sure to assign her somewhere. Vladimir Zadorov is a new resident of Mother Base, too, but he needs to stay in the Brig. Don't be surprised if he tries to escape...

Following the defeat of Peace Walker, Paz and Dr. Strangelove come to Mother Base. Now that Professor Galvez has been exposed, Paz has no way to continue her education—it's unlikely the KGB will continue their funding. So Kaz suggests letting her come aboard. With her vast knowledge of Central America, Paz is a great asset to your Intel Team. She also can make



## MISSION 27/ZADORNOV SEARCH

**Location:** Eastern Limón, Costa Rica**Mission Details:** Zadorov has escaped from Mother Base. Find him and bring him back.**Unlock Conditions:** Complete two missions following Peace Walker Battle 3.**Completion Unlock:** Smoke Grenade (Colored) Design Specs (Stage), Soliton Radar Design Specs**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Surround Indicator	M10 (with Suppressor)
Fulton Recovery System	Stun Grenade

Following the last fight with Peace Walker, you must play two Extra Ops missions for this one to appear in the Main Ops list—Extra Ops Missions 1 and 2 do not count. Once those requirements have been met, Kaz informs you that Zadorov has escaped from his cell and this mission becomes available. This begins a series of search missions that eventually leads to the finale and True Ending.

NOTE

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

## ■ Rio del Jade

Enemies: 4

Prisoners: 1

Area Map/Rio del Jade 1F

\* = Possible Location



Area Map/Rio del Jade 2F

\* = Possible Location

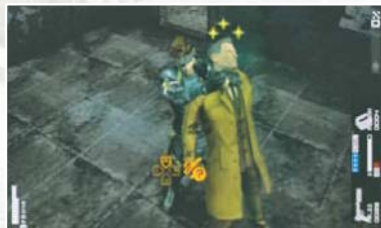
## MAP LEGEND



Prisoners



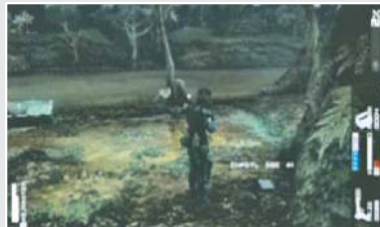
Path To Take



In this mission, Zadornov appears randomly on two possible maps—Rio del Jade or Bananal Fruta de Oro: Sorting

Shed. Since you begin in the El Cenagal: Jungle map, take the northeast path and search Rio del Jade first. Zadornov may appear in the small building to the south or on the second floor of the boathouse to the east. There is also one prisoner in this mission who may appear in the same locations. However, Zadornov and the prisoner will not appear in the same place simultaneously. But be careful. There are several enemy soldiers patrolling this map, so do your best to stay out of sight. If you find Zadornov here, knock him out or put him to sleep with the Mk.22, then ship him back to Mother Base with the Fulton Recovery System. After evacuating Zadornov, proceed to the nearby goal marker for extraction.

During this mission, the design specs for the Smoke Grenade (Colored) can be found in the El Cenagal: Swamp map, on the south side of the river. If you're a completist, be sure to grab it before heading to the goal marker.





MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE

## Bananal Fruta de Oro: Sorting Shed

Enemies: 4

Prisoners: 1



### MAP LEGEND

Prisoners

Path To Take

Area Map/Fruta de Oro: Sorting Shed

\* = Possible Location

If Zadornov isn't at Rio del Jade, then he's at the Bananal Fruta de Oro: Sorting Shed. To get there, head north through the southern swamp, cross the bridge over the ravine, and proceed northeast through the northern swamp. Once you reach the location, search the room on the west side of the map first. If Zadornov isn't there, he must be in the structure to the far north, beyond the gate. There is also a prisoner on this map, and he may be in one of these locations. Once you find and evacuate Zadornov, you can still search for the prisoner. If you want to rescue both prisoners in this mission, you must search all the possible locations on both maps. The mission isn't over until you move to the goal marker.



### Mother Base Management: Soliton Radar

Completing the first Zadornov Search mission unlocks the design specs for the Soliton Radar. Get to work on developing this powerful item as soon as possible. When equipped, the Soliton Radar displays a view of the map in the upper right corner of the screen. It even reveals enemy locations, including their real-time sight lines, allowing you to see which direction they're facing as indicated by a blue arc. Once developed, upgrade this radar to prolong its battery life.

## MISSION 28/ZADORNOV SEARCH 2

**Location:** Caribbean Coast, Costa Rica

**Mission Details:** Zadornov has escaped from Mother Base. Find him and bring him back.

**Unlock Conditions:** Complete three Extra Ops missions following Zadornov Search.

**Completion Unlock:** Box Bomb Design Specs (Stage), Cardboard Box Tank Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Soliton Radar	M10 (with Suppressor)
Fulton Recovery System	Stun Grenade

MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE

## Bosque del Alba

Enemies: 4

Prisoners: 0



\* = Possible Location

### MAP LEGEND

→ Path To Take



Zadornov may be hiding in two separate spots on this map. Start by checking behind the log to the northwest. If he's not there, proceed to the next spot in the middle of the map. Along the way, watch out for patrolling enemy soldiers. Either slip past them or put them to sleep with the Mk.22. When you find Zadornov, he'll be lying on his stomach, making him hard to spot. Put him to sleep with the Mk.22, then lift him back to Mother Base with the Fulton Recovery System. If Zadornov isn't on this map, proceed north to Puerto del Alba.

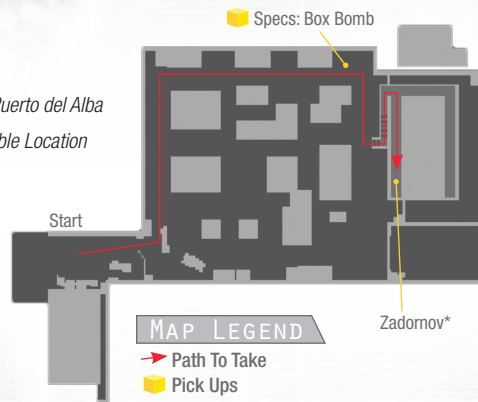
## Puerto del Alba

Enemies: 3

Prisoners: 0

Area Map/Puerto del Alba

\* = Possible Location



If you haven't found Zadornov yet, there's only one place he can be—on the balcony of the building to the east. Sneak along the north side of the map to reach the building while avoiding the enemy patrols. Before heading for Zadornov, look for the Box Bomb design specs near the shelf in the northeast corner. Finally, head up the steps to the balcony and secure Zadornov for transport back to Mother Base. Complete the mission by moving to the goal marker.



MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE

## MISSION 29/ZADORNOV SEARCH 3

**Location:** Central Heredia, Costa Rica**Mission Details:** Zadornov has escaped from Mother Base once again. Find him and bring him back.**Unlock Conditions:** Complete five Extra Ops missions following Zadornov Search 2.**Completion Unlock:** None**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Soliton Radar	M10 (with Suppressor)
Fulton Recovery System	Stun Grenade



## ■ Catarata de la Muerte

**Enemies:** 0**Prisoners:** 1

Area Map/Catarata de la Muerte

\* = Possible Location

## MAP LEGEND

Prisoners

Path To Take



In this mission, you must sneak through the Cloud Forest at night to find Zadornov while evading enemy soldiers, scouts, and snipers. At the start you must advance north through the Selva de la Leche: Jungle and Selva de la Leche: Hillside maps. Activate your Soliton Radar to sneak around the scouts on these maps. If you're careful, you can slip past them without being spotted. Take the northern path on the Hillside map to reach Catarata de la Muerte. There are no enemies on this map, but there is one prisoner located to the east—use the Fulton to send him back to Mother Base. If Zadornov is here, he'll appear in the center of the map. Otherwise, resume your search by heading north.

Zadornov shows up on the Soliton Radar display as a red triangle without a blue sight line arc.

TIP



MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00	01
----	----

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02	05	08
03	06	09
04	07	10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11	13	15
12	14	

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16	18	20	22
17	19	21	

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23	24	25	26
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27	29	31	33
28	30	32	

## EXTRA OPS

## QUICK REFERENCE

## ■ Selva de la Muerte: Bottom of Cliff

Enemies: 2

Prisoners: 0

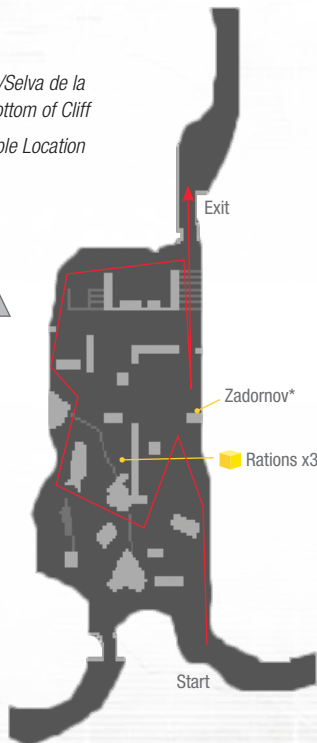
*Area Map/Selva de la  
Muerte: Bottom of Cliff*

\* = Possible Location

## MAP LEGEND

→ Path To Take

☐ Pick Ups



Watch out for two snipers on this map. Even with the Soliton Radar active, you may accidentally step into the sights of a sniper—they can detect movement at far greater ranges than their comrades. Sneak along the east side of the map first and neutralize the first sniper to the west. Then proceed west and north to sneak up behind the second sniper. If you still have trouble spotting or targeting the snipers, activate the Night Vision Goggles to get a better read on their location—

shoot them in the head with the Mk.22. With both snipers snoozing, search the east side of the map of Zadornov. If he isn't here, head north.

## ■ Selva de la Muerte: Top of Cliff

Enemies: 4

Prisoners: 0

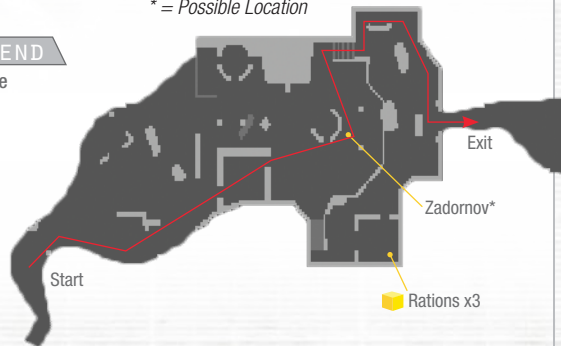
*Area Map/Selva de la Muerte: Top of Cliff*

\* = Possible Location

## MAP LEGEND

→ Path To Take

☐ Pick Ups



MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE

If Zadornov is on this map, he's located near the middle, toward the east side. But don't take a direct path toward this location. Instead, sneak along the south side of the map and neutralize a scout and sniper along the way. There's also a sniper and a scout on the stone platform to the east, so be careful when you're looking for Zadornov in the middle of the map. If you can't find him, creep to the north side of the map then head east, sneaking behind the scout and sniper on the stone platform. Either put them to sleep or simply slip past them and proceed through the passage to the east.



## ■ Ruinas de Xochiquetzal

Enemies: 5

Prisoners: 1

Area Map/Ruinas de Xochiquetzal

\* = Possible Location

## MAP LEGEND



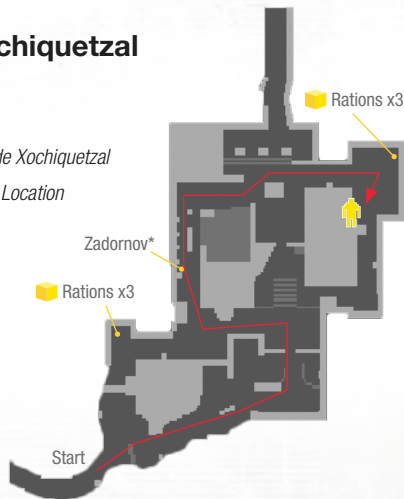
Prisoners



Path To Take



Pick Ups



Still haven't found Zadornov? Then he has to be on this map. Sneak into the ruins and neutralize a couple soldiers along the way with the Mk.22. Inside, turn west and follow the narrow passage north—watch out for another patrolling soldier here. Zadornov is hiding on the west side of the passage. Knock him out and send him back to Mother Base, but don't head to the goal marker just yet. There's another prisoner located to the northeast. Sneak toward the prisoner and eliminate a pair of soldiers along the way. Once you've rescued the prisoner, head to the goal marker to complete the mission.

If you want to rescue both prisoners in this mission, you must advance all the way to the Ruinas de Xochiquetzal map, regardless of where you find Zadornov. The mission isn't over until you step on the goal marker.

NOTE

## MISSION 30/ZADORNOV SEARCH 4

**Location:** Volcán Irazú, Costa Rica**Mission Details:** Zadornov has escaped from Mother Base yet again. Find him and bring him back.**Unlock Conditions:** Complete four Extra Ops missions following Zadornov Search 3.**Completion Unlock:** M1C (PR) Design Specs (Stage), M21 Design Specs**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Soliton Radar	M10 (with Suppressor)
Fulton Recovery System	Stun Grenade
Love Box	Smoke Grenade

MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00	01
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MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02	05	08
03	06	09
04	07	10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11	13	15
12	14	

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16	18	20	22
17	19	21	

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23	24	25	26
----	----	----	----

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27	29	31	33
28	30	32	

## EXTRA OPS

## QUICK REFERENCE

## ■ Aldea Los Despiertos

Enemies: 4

Prisoners: 0

Area Map/Aldea Los Despiertos

\* = Possible Location



## MAP LEGEND

→ Path To Take

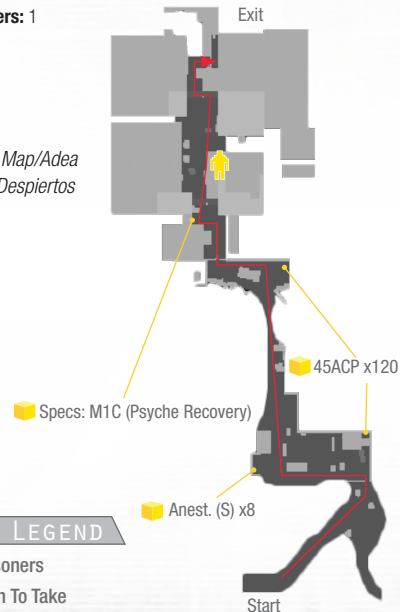


In this mission, Zadornov is in the prison facility where Chico was being held. But before reaching this area, you must travel north through the Camino de Lava: Hillside and Camino de Lava: Junction maps. With the Soliton Radar active, sneaking through these maps is easy—just watch out for the sniper on the eastern hill at Camino de Lava: Junction. When you reach the prison facility, simply peek through the blue doors until you find Zadornov, just like you did when you were searching for Chico. But watch out for nearby enemy soldiers before approaching each door. Consider neutralizing all the soldiers with the Mk.22 before initiating your search. There are five doors to search. Once you find Zadornov, the mission is complete—you do not need to move to a goal marker. However, there is more to do in this mission. Consider ignoring the blue doors until you've rescued the prisoners at the coffee factory. You can always come back here later.

■ Cafetal Aroma Encantado:  
Entrance (Optional)

Enemies: 5

Prisoners: 1

Area Map/Adea  
Los Despiertos

## MAP LEGEND

Prisoners

→ Path To Take

Pick Ups



MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE



If you want to rescue a couple prisoners and retrieve the design specs for the M1C (Psyche Recovery) ammo, then head to the coffee factory. Sneak into the facility through the hole in the fence and head north. Enemy positions are roughly the same as your previous visit but now there's a soldier in the guard tower southwest of the main gate. Watch him closely then sneak past him when his back is turned. Be sure to tranquilize the two soldiers patrolling the catwalks, too. Just inside the main gate, you can grab the design specs. The prisoner is in the shed on the east side of the facility. Rescue him, then proceed to the factory's interior.

The design specs for the M1C (PR) ammo also can be obtained on the Camino de Lava: Hillside map. If you grabbed them already, the design specs won't appear here.

NOTE

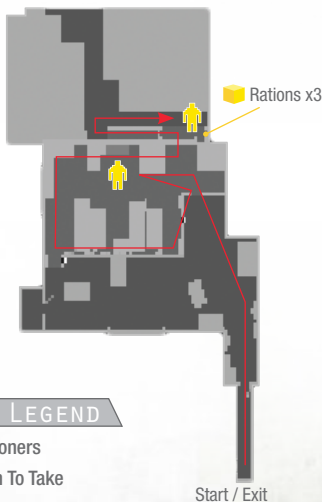
## ■ Cafetal Aroma Encantado: Mill (Optional)

Enemies: 3

Area Map/Cafetal Aroma

Prisoners: 2

Encantado: Mill



There are two more prisoners on this map, guarded by three enemy soldiers—one on the ground floor and two on the second floor. Sneak to the north side of the ground floor to rescue the first prisoner, then partially climb the ladder on the east side. Wait until the patrolling soldier turns away from the ladder, then climb to the top. Stealthily neutralize the two patrolling soldiers on the second floor, then exit through the back door. Descend the stairs outside and rescue the second prisoner. Now you just have to backtrack to the prison facility to find Zadornov behind one of the blue doors. But if you already knocked out most of the soldiers along the way, it won't take long to return.

## Mother Base Management: Weapon Development

In between the Zadornov search missions, play some Extra Ops missions and locate some design specs to begin developing more powerful weapons. One weapon you'll want to develop soon is the M60 (Armor Piercing) machine gun available in Extra Ops Mission 043. Also, be sure to complete Extra Ops Mission 038 to obtain the design specs for the RPG7 missile launcher. Both these weapons will come in handy later when it's time to confront Metal Gear ZEKE. Once developed, upgrade each weapon to rank 3 or higher—your R&D Team must be at level 70 or higher.

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

QUICK REFERENCE

## MISSION 31/ZADORNOV SEARCH 5

**Location:** Volcán Irazú, Costa Rica

**Mission Details:** Believe it or not, Zadornov has escaped from Mother Base again. Find him and bring him back.

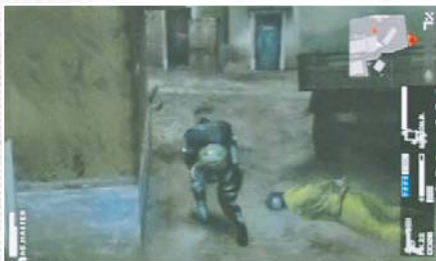
**Unlock Conditions:** Complete three Extra Ops missions following Zadornov Search 4.

**Completion Unlock:** Smoke Box Design Specs (Stage), Rescue Box Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Soliton Radar	M10 (with Suppressor)
Fulton Recovery System	Stun Grenade
Love Box	Smoke Grenade



### Aldea Los Despiertos

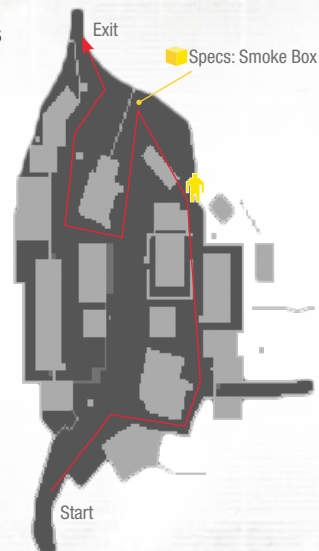
**Enemies:** 4

**Prisoners:** 1

Area Map/Adea Los Despiertos

#### MAP LEGEND

- Prisoners
- Path To Take
- Pick Ups



In this mission, Zadornov isn't hidden on one of the maps—he's hiding in a truck at the Crater Base. So you must advance through the next four maps to find him. Fortunately, there are some pick-ups and prisoners along the way to make your journey worthwhile. For instance, at the prison facility, you'll find a prisoner and design specs for the Smoke Box on the north side of the map near the truck. Sneak north along the eastern alley to reach them, then cut over to the west side of the map and proceed up the northern trail. There are a few soldiers patrolling on this map, so feel free to neutralize any who get in your way. Activate the Soliton Radar to avoid bumping into any patrolling soldiers.

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

EXTRA OPS

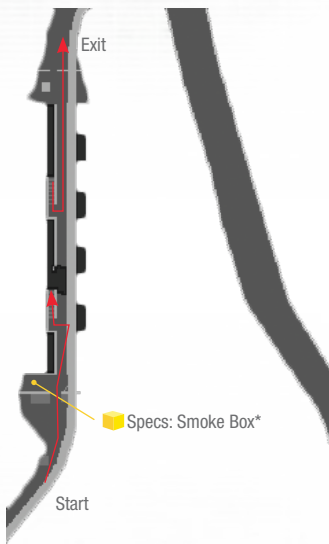
QUICK REFERENCE

## Los Cantos: Canyon

Enemies: 4

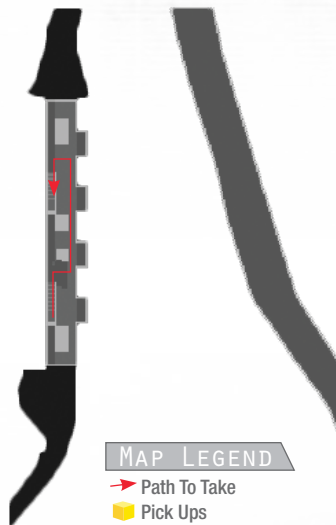
Prisoners: 0

Area Map/Los Cantos: Canyon B1



Area Map/Los Cantos: Canyon 1F

\* = Will not appear if already retrieved in  
previous map



### MAP LEGEND

→ Path To Take

☐ Pick Ups



Now it's time to cross the bridge to the north. Choke out the solider on the south side of the bridge with a restraint hold. If you missed the design specs for the Smoke Box back at the prison facility, you can find them here just beyond the fence. Next, watch the guard patrolling the bridge to the north. When he turns around, shoot him in the back with the Mk.22, then descend the stairs on the west side of the bridge. There are two more enemy soldiers on the lower level, but you can sneak past both without being spotted. Return to the upper level and proceed north.



MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00	01
----	----

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02	05	08
03	06	09
04	07	10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11	13	15
12	14	

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16	18	20	22
17	19	21	

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23	24	25	26
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MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27	29	31	33
28	30	32	

## EXTRA OPS

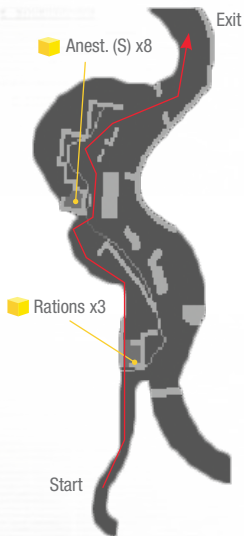
## QUICK REFERENCE

## ■ Los Cantos: Ridge

Enemies: 4

Prisoners: 0

Area Map/Los Cantos: Ridge



## MAP LEGEND

➔ Path To Take

📦 Pick Ups



Upon entering this map, drop your Love Box at the base of the cliff to the north and use it as a step to reach the elevated path running along the west side. There are three enemy soldiers patrolling around the truck on the road to the northeast. Look for opportunities to target each with the Mk.22 so they fall asleep outside the view of one another. A fourth soldier patrols the road to the north, so make sure he doesn't get too nosy when he sees his comrades sleeping on the job. As long as you keep your distance, you can neutralize all the enemies on this map. A well-tossed Stun Grenade or two can really help here, too. Once the path to the north is clear, proceed up the road to the next map.

## ■ Fuerta La Ladera

Enemies: 6

Prisoners: 0

Area Map/Fuerta  
La Ladera 2FArea Map/Fuerta  
La Ladera 1F

## MAP LEGEND

➔ Path To Take

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

28 30 32

## EXTRA OPS

## QUICK REFERENCE

There are six enemy soldiers blocking your path to the Crate Base's entrance. Four of them are clustered on top of the fort's wall, so use cover while creeping north to avoid being spotted. If you must eliminate the patrolling soldier on the south side of the fort, do it out of sight of the soldiers on the wall.

Otherwise an alert will be raised when they see their comrade drop to the ground. Sneak along the west side of the map and partially climb the ladder. Monitor the patrols on the wall above and, when two soldiers above turn away, climb to the top of the wall. Immediately hide behind the crate on the west side and choke out the nearby soldier. If you time your movements carefully, you can sneak past the next three soldiers. Or simply choke them out one by one. But be ready to perform consecutive CQC if you're spotted. One more soldier patrols the entrance in front of the Crater Base's entrance. Shoot him from a distance with the Mk.22, and wait for him to fall asleep before entering the base.

Inside the base, Snake finds a row of trucks. Inspect the license plates to locate Zadornov—look for the Cyrillic lettering on the license plate to uncover his hiding spot.



## MISSION 32/ZADORNOV SEARCH 6

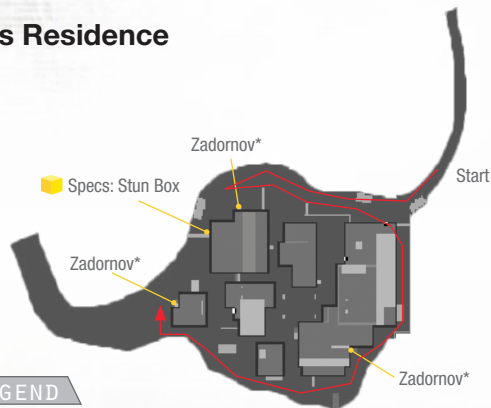
108

**Location:** Mine Base, Costa Rica**Mission Details:** You guessed it—Zadornov has escaped from Mother Base again. Find him and bring him back.**Unlock Conditions:** Complete two Extra Ops missions following Zadornov Search 5.**Completion Unlock:** Stun Box Design Specs (Stage), PB/6P9 Design Specs**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Soliton Radar	M10 (with Suppressor)
Fulton Recovery System	Stun Grenade
Love Box	Smoke Grenade

## ■ Miner's Residence

**Enemies:** 4**Prisoners:** 0

## MAP LEGEND

➔ Path To Take

🟡 Pickup

Area Map/Miner's Residence

\* = Possible location

MAIN OPS  
MISSIONS:MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

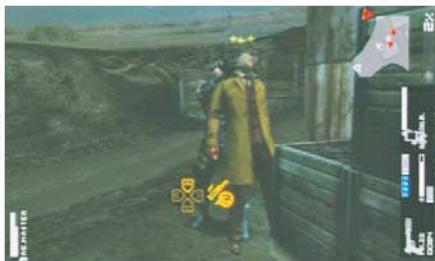
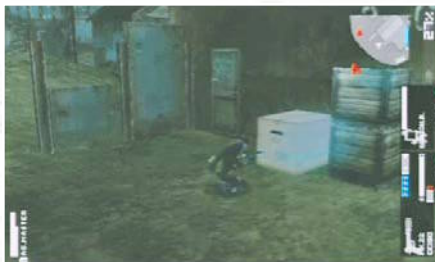
28 30 32

## EXTRA OPS

## QUICK REFERENCE

In this mission, Zadornov is hiding in one of the three cardboard boxes placed around the Miner's Residence map. Start by moving along the north edge of the map toward the box in the northwest. There is one enemy soldier patrolling nearby, so put him to sleep with the Mk.22 or sneak up behind him and choke him out with a restraint hold. When you find the box, stand next to it and pick it up to see if Zadornov is inside. Before leaving this area, search on the ground near the lumber pile to grab the design specs for the Stun Box.

Backtrack toward the starting position and climb the ladder to reach the roof of the building on the east side of the facility. Drop off the east side of the roof and creep south along the perimeter of the map until you find the next cardboard box. If Zadornov isn't inside it, continue along the southern perimeter of the map. The last box is behind the last building to the west. But there's an enemy soldier on the roof of the building and another soldier patrolling nearby. It's safest to tranquilize both enemies before inspecting the final box. Once the soldiers are asleep, move next to the box. If you haven't found Zadornov yet, he's inside this box. Once you've exposed Zadornov's hiding spot, knock him out and evacuate him with the Fulton Recovery System. Afterward, proceed to the nearby goal marker for immediate extraction.



## MISSION 33/ZEKE BATTLE

**Location:** Mother Base**Mission Details:** Paz has taken control of Metal Gear ZEKE. Stop her from launching the nuke and get ZEKE back.**Unlock Conditions:** Before this mission is available, there are several conditions that must be met:

- Complete Zadornov Search 6
- Mother Base must have been upgraded to two plants. When your Intel Team reaches Level 40, development on the second plant will begin. At that point, complete 13 missions other than Target Practice: No Limit or training missions to complete construction.
- You must have gathered all the basic parts for Metal Gear ZEKE, and must have the railgun installed. Metal Gear ZEKE cannot be assigned to an Outer Ops Team.
- After fulfilling the requirements above, complete three additional missions (other than Target Practice: No Limit) to trigger the call from Kaz informing you that Zadornov has escaped his cell again.
- Load Target Practice: No Limit (Extra Ops Mission 001) and climb the stairs to the second floor to find Zadornov. Approach him to trigger a cutscene. After the cutscene the mission begins.

**Completion Unlock:** Stealth Mat Design Specs, Stealth Gun Design Specs**Uniform:** Naked

## MISSION LOADOUT

Items	Weapons
Rations	Stun Rod
Great Curry	M60 (AP)
Tortilla Chips	RPG7
Mate Tea	—
Lime Soda	—



MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08

03 06 09

04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15

12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22

17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33

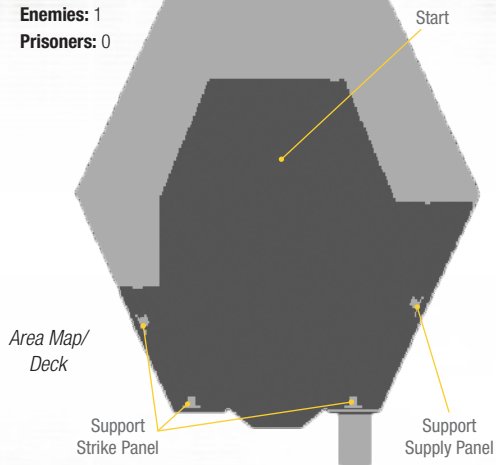
28 30 32

EXTRA OPS

QUICK REFERENCE

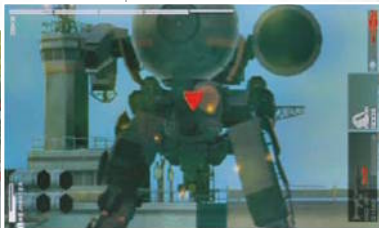
Deck

Enemies: 1  
Prisoners: 0



After confronting Zadornov one last time in the shooting range, Snake is alerted that Paz has taken control of Metal Gear ZEKE. Snake races to Mother Base's upper deck and tries to convince Paz to give up. But Paz has other plans. All this time Paz has been working for a shadowy group known only as Cipher. She plans to take Metal Gear ZEKE back to Cipher. But before leaving, she invites Snake and MSF to join Cipher. When Snake refuses, Paz initiates a nuclear launch, targeting the east coast of the United States. Once again, you need to prevent nuclear devastation.

As soon as you gain control of Snake, keep your distance from ZEKE to avoid its melee and chaingun attacks. Before long, ZEKE powers up the railgun and begins taking shots at you from long range. During these railgun sequences, take cover behind the hatches on the deck—be sure to crouch. These small barriers can withstand hits from the railgun, giving you a safe place to hide during the attacks. But avoid hiding here during missile attacks—ZEKE will merely lob missiles over the tops of the barriers. The best way to avoid missiles is by running and rolling.



There are four support panels on the deck's perimeter. To win this battle, you must interact with these panels. Stand in front of the panel and press  $\clubsuit$ . The panel on the east side operates the support catapult. Activate this panel to call in an air drop of supplies. The three remaining panels operate Mother Base's defensive weaponry. Once it's activated, you have 30 seconds to call in a support strike. To do this, lie down while facing ZEKE (or press up against a wall) and press  $\square$  to aim. While aiming at ZEKE, press  $\text{R}$  to lock on the weapon system. A few seconds later, ZEKE will be hit by heavy artillery, sustaining serious damage. This is the best way to deplete ZEKE's health. Support strikes are most effective when ZEKE is stationary, so consider targeting ZEKE during its railgun or missile attack sequences.

MAIN OPS  
MISSIONS:

MAIN OPS/PROLOGUE:  
AN ARMY WITHOUT  
BORDERS

00 01

MAIN OPS/CHAPTER 1:  
A COUNTRY WITHOUT  
AN ARMY

02 05 08  
03 06 09  
04 07 10

MAIN OPS/CHAPTER 2:  
THE PHANTOM HERO

11 13 15  
12 14

MAIN OPS/CHAPTER 3:  
A NATION REBORN

16 18 20 22  
17 19 21

MAIN OPS/CHAPTER 4:  
THE ILLUSION OF PEACE

23 24 25 26

MAIN OPS/CHAPTER 5:  
OUTER HEAVEN

27 29 31 33  
28 30 32

EXTRA OPS

QUICK REFERENCE

Following a support strike, it takes several seconds for the corresponding weapon system to recharge. If a weapon is recharging, the screen on its panel turns yellow. When the weapon system is recharged, the screen turns orange. But if the panel's screen turns gray, the weapon system has sustained damage and cannot function until Mother Base's staff repairs it. Repairs are conducted during the battle and the weapon system will eventually come back online, so constantly monitor the colors of the screens on the panels to determine which weapon system is ready to fire.

NOTE

After you call in a support strike on ZEKE, Paz attacks one of the weapon systems on the neighboring platforms. While Paz is distracted, hammer ZEKE repeatedly with missiles and machine gun fire. This is one of the few times that ZEKE remains still, making it an easy target. This is also a good time to call in a follow-up support strike. Your weapons inflict very little damage when compared to the support weapons, but every little bit makes a difference in the long run. Keep firing until you get ZEKE's attention—don't let Paz destroy the base's weapon systems, as these are your most effective means of offense.

ZEKE is extremely deadly at close range, initiating a variety of melee and stomp attacks. To avoid these strikes, just keep moving and rolling. If Peace Walker's head parts have been installed on ZEKE, it will initiate a poison beam attack, similar to Peace Walker's freeze beam. Head parts from other AI weapons will result in different attacks. Pupa head parts give ZEKE an electromagnetic weapon. Cocoon head parts give ZEKE a giant cannon. So in this sense, your success at making ZEKE more powerful can result in a much tougher battle. So make sure you always keep a recovery item equipped. This will prevent you from dying if your health drops to zero.



If Peace Walker's head parts have been installed, ZEKE can deploy an EM pulse. When it's activated, an orange ring appears around ZEKE's head. Avoid firing missiles during this phase. Otherwise, the missile you fire could be redirected right back at you.

CAUTION

Continue calling in support strikes to eat away at ZEKE's health. Utilize all three panels to keep the strikes raining down throughout the course of the battle. Once ZEKE's health is reduced to zero, it's rocked by a series of explosions. In the cutscene that follows, Paz issues a warning to Snake and is ejected from ZEKE, her body falling into the sea.



■ True Ending

After you defeat ZEKE, the True Ending unfolds in a series of cutscenes. Huey and Dr. Strangelove manage to get ZEKE operational again—and strike up an odd romance in the process. Elsewhere, Snake and Kaz discuss the past and future. Kaz reveals that he knew about Paz's involvement with Cipher all along. But his motives were pure. MSF never would have become the juggernaut it is if they didn't take the job offered by Galvez and Paz back in Colombia. MSF is now poised to fill a huge role in the post-Cold War world. As war becomes a business, MSF will be a valuable commodity. But Snake is less optimistic about the future. Stick around after the game's credits to hear Snake's speech detailing the mission statement of Outer Heaven.

Now that you've completed the game, all Extra Ops missions are unlocked. Continue playing the game to develop new weapons and bolster your staff at Mother Base. Many unique challenges and rewards await, so don't give up yet.



## 4: EXTRA OPS

EXTRA OPS  
MISSIONS:

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## QUICK REFERENCE

When you're not playing the Main Ops missions, take a stab at the Extra Ops. These side missions require you to perform a variety of tasks, ranging from stealthy rescue operations to full-on battles with enemy vehicles. Extra Ops are a great way to boost your Heroism score, making it easier to attract more volunteers to MSF. But Extra Ops offer other perks, too. Completing some of these missions allows you to unlock new weapons and items to develop in R&D. You may even find some new design specs during these adventures, so keep your eyes peeled for goodies. Completing these missions with personnel from your Combat Team will boost their Life and Psyche stats, earning you more GMP. So what are you waiting for? Get out there and put your stealthy skills to use!

## [001] TARGET PRACTICE

**Mission Details:** Target practice at Mother Base's Shooting Range.

**Time Limit:** Unlimited

**Enemies:** 0

**Completion Unlock:** T-Shirt

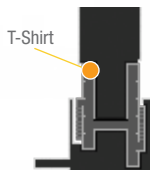
**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Make quick work of the targeting dummies. Once you feel comfortable shooting targets at mixed ranges, head through the hallway at the back left of the room at any time to complete the mission.

Area Map/Mother Base:  
Shooting Range



## MAP LEGEND

● Collectables

## [002] TARGET PRACTICE

**Mission Details:** Target practice at Mother Base's Kill House.

**Time Limit:** Unlimited

**Enemies:** 0

**Completion Unlock:** None

**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

**Area Map/Mother Base:** Kill House

Follow the arrows on the ground to and clear the first set of targets in the room directly in front of you. From there, climb the ladder and take out the targets at a distance from the catwalk, then use the ladder on the far side to move to the last series of targets. Follow the arrows on the ground to exit through the hallway where you started.



MSF TRAINING			
MAIN OPS			
EXTRA OPS MISSIONS:			
001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[003] TARGET PRACTICE: SCORE ATTACK

**Mission Details:** Shoot as many targets as you can in Mother Base's Shooting Range.

**Time Limit:** 3:00

**Enemies:** 0

**Completion Unlock:** None

**Uniform:** Sneaking Suit

**MISSION LOADOUT**

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

**Area Map/Mother Base:** Shooting Range

Try to be as quick as possible, but make every shot count. Remember that your clip only holds eight rounds, so the more times you miss the more time you waste reloading.

[004] TARGET PRACTICE: TIME ATTACK

**Mission Details:** Target practice at Mother Base's Kill House.

**Time Limit:** 5:00

**Enemies:** 0

**Completion Unlock:** None

**Uniform:** Sneaking Suit

**MISSION LOADOUT**

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

**Area Map/Mother Base:** Kill House

This mission is the same as Mission 002, with the exception of it being timed. Try to position your crosshair at the first target's chest, then use your analog to strafe left and right while keeping your crosshair still. This will allow you to remain light on your feet without having to fuss with the camera too much. Shave seconds off your time by shooting the last dummy through the window in the last room.

[005] MARKSMANSHIP CHALLENGE

**Mission Details:** Shoot all the targets in the Supply Facility at Puerto del Alba.

**Time Limit:** 1:00

**Enemies:** 0

**Completion Unlock:** None

**Uniform:** Sneaking Suit

**MISSION LOADOUT**

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

**MAP LEGEND**

- Enemy Locations
- Positions To Go To
- Path To Take
- Extraction Points

*Area Map/Puerto del Alba*

The tricks to this mission lie in having steady aim and choosing the best path to eliminate your targets. From your starting position, you should be able to take down three targets straight ahead of you. From there, turn left and eliminate the next target. Move to position 1 on the map and take down the three targets between the row of crates, then move to position 2 and quickly eliminate the next three targets in the same fashion. Move to position 3 and shoot the dummy to the right, after the first crate, then move on to position 4. From here, eliminate the final target on your right and move to the extraction point at the base of the steps.

MSF TRAINING MAIN OPS			
EXTRA OPS MISSIONS:			
001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [006] MARKSMANSHIP CHALLENGE

**Mission Details:** Shoot all the targets in the enemy base along Rio del Jade.  
**Time Limit:** 2:00  
**Enemies:** 0  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

**Area Map/Puerto del Jade:** Eastern Limón

From the starting position, all the targets are clearly visible. Simply eliminate each target, starting from the left or the right, and clear each one in order. It's important to make sure that you aim carefully; the biggest challenge will be lining up your shot and moving on to the next target. The key to a good rating on this challenge is minimizing the time between shots.

## [007] MARKSMANSHIP CHALLENGE

**Mission Details:** Shoot all the targets.  
**Time Limit:** 2:00  
**Enemies:** 0  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

On this mission, the targets become much trickier to hit. The key is to lead your shots by aiming in front of the target and allowing it to move into your crosshair. The first two targets should be taken down from your starting position, then move to position 1 marked on the map. From here, you should be able to take down all the targets that cross the road ahead of you. Once the targets start appearing toward the end of the road, move up to position 2 and take them out. Once you've eliminated all the targets, move to position 3 and take down both targets behind the truck. Lastly, move to position 4 and eliminate the remaining targets. Once you've neutralized all your targets, move to the extraction point in the middle of the main road.

*Area Map/Aldea Los Despiertos*



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [008] MARKSMANSHIP CHALLENGE

**Mission Details:** Shoot all the targets at the back gate of the U.S. Missile Base in Nicaragua.

**Time Limit:** 1:00

**Enemies:** 0

**Completion Unlock:** None

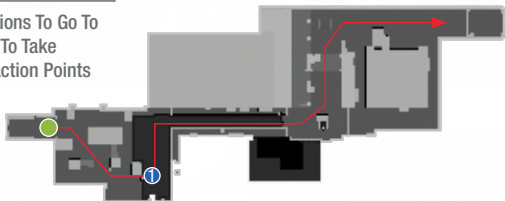
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

### MAP LEGEND

- Positions To Go To
- Path To Take
- Extraction Points



Area Map/ Back Gate

Follow the path marked on the map, taking out each target along the way. All the targets are easily located and fairly simple to take down. Once you reach point 1 marked on the map, you'll need to take out several targets lined up in a row. Simply target the chest or head on either side and simply strafe using the analog or pan left and right with the camera to take down this lineup fairly quickly. Take the ladder on the right wall and follow it to the top, where you'll encounter another lineup of targets. Repeat the same technique on this group, as well as the next to the right.

## [009] MARKSMANSHIP CHALLENGE

**Mission Details:** Shoot all the targets in the Miners' Residence.

**Time Limit:** 0:30

**Enemies:** 0

**Completion Unlock:** M19 Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

### Area Map/Costa Rica: Miners' Residence

With only 30 seconds, you don't have much time to line up your shots; it's imperative that you make each shot count! Waiting to reload will really hurt in this challenge, and you'll need as much time as possible for some of your later targets. All your targets can be reached from your starting position, so don't move around because that only wastes precious time. After eliminating the tenth target, you'll begin to encounter moving ones and these can be tricky. Make sure to lead your shots and fire slightly early to connect with the center of the target. After a few of these, you'll need to make a couple very long-range shots, the second being the farthest target you've encountered thus far. If you've moved quickly enough, you should have a few spare seconds to line up these shots. Take your time and make both shots count; you can make up lost time on the following targets, which are much closer. After a few more moving targets, move to the extraction location, which is right below your starting position.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
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025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [010] FULTON RECOVERY

**Mission Details:** Use the Fulton Recovery System to retrieve the radio soldier.

**Time Limit:** 3:00

**Enemies:** 3

**Completion Unlock:**  
Solid Magazine Layout

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

#### MAP LEGEND

- Positions To Go To
- ➔ Path To Take
- Extraction Points



Area Map/Puerto del Alba

Three soldiers patrol the facility. To obtain the "S" rank, you'll need to get to the target as quickly as possible, so spare the patrolling soldiers from your wrath for now. Move to position 1 on the map, then immediately tranquilize the soldier at position 2. From there, move directly behind that soldier's position and extract the radio soldier, then move quickly to the evacuation location at the base of the staircase.

## [011] FULTON RECOVERY

**Mission Details:** Use the Fulton Recovery System to retrieve all enemy soldiers.

**Time Limit:** 6:00

**Enemies:** 4

**Completion Unlock:** Liquid Magazine Layout, Cologne Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Area Map/Rio del Jade

#### MAP LEGEND

- Enemy Locations
- Positions To Go To
- Extraction Points



From the window directly ahead of your starting position, you have a clear shot at three of your four targets. Tranquilize targets 1, 2, and 3, labeled on the map, then head down and use the Fulton Recovery System on each of them in order. Once you've collected soldier 3, turn and tranquilize the last soldier, who is behind the building from target 2's position. Use the recovery system one final time, then move to the extraction point directly below your starting position.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
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013	045	077	109
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016	048	080	112
017	049	081	113
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020	052	084	116
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [012] FULTON RECOVERY

**Mission Details:** Use the Fulton Recovery System to rescue the researcher.

**Time Limit:** 5:00

**Enemies:** 4

**Completion Unlock:** Three-Star Chef (Prisoner)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Area Map/Aldea Los Despiertos

#### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Extraction Points



Follow the path marked on the map, making sure to tranquilize each enemy soldier along the way. If you move quickly enough, you can obtain an "S" rank on this mission fairly easily. Shave a couple seconds off by equipping the Fulton Recovery System at the start of the mission and by ignoring the soldier to the left of the truck. Locate the missing researcher at position 1 on the map, then retreat to the evacuation point.

## [013] FULTON RECOVERY

**Mission Details:** Use the Fulton Recovery System to rescue the researcher held prisoner at the Sorting Shed in Bananal Fruta de Oro.

**Time Limit:** 7:00

**Enemies:** 4

**Completion Unlock:** Super Magazine Layout, R47 Design Specs (Stage)

**Uniform:** Sneaking Suit

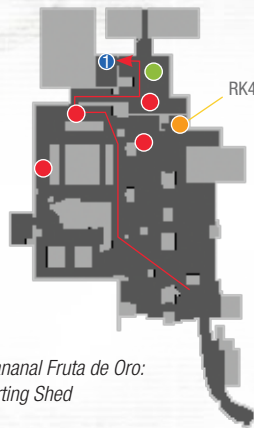
### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Fulton Recovery System	Grenade

Area Map/Banal Fruta de Oro: Sorting Shed

#### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Collectables
- Extraction Points



Quickly work your way north, tranquilizing all guards along the way with the Mk.22. Be sure to grab the design specs for the RK47 assault rifle in small structure to the northeast. The nearby fence blocking the path to the north can be destroyed with explosives, but it's safer (and quieter) to use the path to the west to reach the shed where the prisoner is being held. Use the Fulton to get the prisoner out, then race to the nearby goal marker to complete the mission.

## [014] FULTON RECOVERY

**Mission Details:** Use the Fulton Recovery System to rescue the FSLN POW.**Time Limit:** 15:00**Enemies:** 4**Completion Unlock:** Leaf Uniform (S Rank required), Aerial Mine Design Specs (Stage)**Uniform:** Sneaking Suit

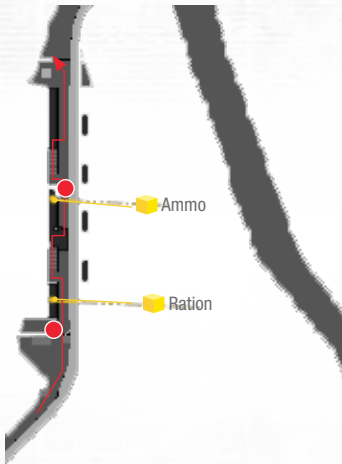
## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Area Map/Los Cantos:  
Canyon 1F

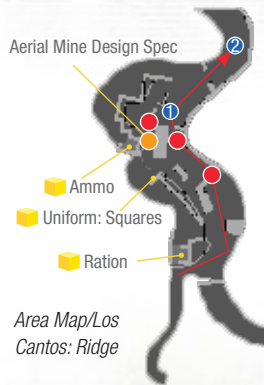
## MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- 📦 Pick Ups
- Collectables
- Extraction Points



Aerial Mine Design Spec

- 📦 Ammo
- 📦 Uniform: Squares
- 📦 Ration

Area Map/Los  
Cantos: RidgeArea Map/Fuerta  
La Ladera

Tranquilize the guard standing at the gate to the bridge and the one just after the bottom of the stairs, then move quickly to the exit. In the next zone, sneak around the corner and tranquilize both the soldier standing at the front and rear of the truck, then move to position 1 on the map. From here, you can either attempt to bypass the guard to the left of the truck, while his back is turned, or take him out to play it safe. If you're going for an "S" rank, you may want to hug the right wall and try to sneak by to save some valuable time. Head to position 2 on the map to move to the next zone. From here, move to position 1 and neutralize the guard patrolling in front of the gate, then sneak to position 2 just behind the wall and tranquilize the guard standing in front of the ladder leading to the roof. Quickly make your way up the ladder; you'll find the researcher just at the top, lying between two mines. The mines will detonate if you approach the researcher head on. If you hug the left wall, you'll be able to sneak around to the back of each mine and either neutralize them or use the Fulton Recovery System on the researcher, leaving the mines, to save time.



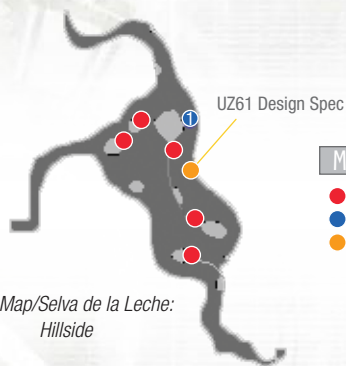
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026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [015] FULTON RECOVERY

**Mission Details:** Recover the researcher.**Enemies:** 6**Time Limit:** 7:00**Completion Unlock:** UZ61 Design Specs**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
Night Vision Goggles (Optional)	—

*Area Map/Selva de la Leche:  
Hillside*

## MAP LEGEND

- Enemy Locations
- Positions To Go To
- Collectables

The ledge a few steps ahead of your starting position will give you the perfect vantage point to neutralize most of the soldiers in this mission. Tranquillize the two far soldiers, the one directly in front of your position lying prone, the soldier hiding directly below the ledge that you're standing on, and the hidden soldier against the far tree trunk. Once these targets have been neutralized, follow the right path to position 1 marked on the map. Even though your target is holding a banana, he will still react as an enemy, alerting surrounding soldiers. Tranquillize your target, then use the Fulton Recovery System to complete the mission. If you have any trouble finding each soldier, equip Night Vision Goggles.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
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025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

# [016] FULTON RECOVERY

**Mission Details:** Use the Fulton Recovery System to rescue the researcher.

**Enemies:** 10

**Time Limit:** 13:00

**Completion Unlock:** Optical Technology  
24% (Prisoner)

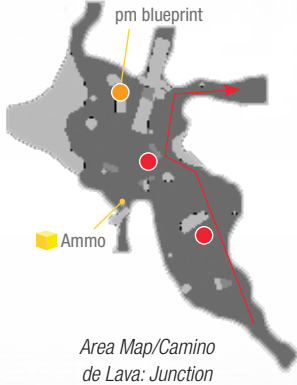
**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Move to the ammo location and neutralize the first target, then move to the second straight ahead. In the next location, make short work of the first guard by the crate and the second next to the train. Make sure to pick up the design in the roots of the tree next to the train. Move to the next zone, take down the guard in the open, near the broken fence, then move to position 1 on the map. From here, make sure to eliminate the guard in the tower just before the fence, and then carefully eliminate the patrol between the buildings. In the final room, be careful of the guard who patrols the room's perimeter, he may not initially be in sight. Take down the guard behind the crate on the left and secure the researcher in the next room. Head up the ladder just outside the hostage room and neutralize the patrolling guard on the second level. Escape through the door and down the back steps to the extraction point.

Area Map/Camino de Lava: Hillside



Area Map/Cafetal Aroma Encantado: Entrance



Area Map/Cafetal Aroma Encantado: Mill



## MAP LEGEND

- Enemy Locations
- Positions To Go To
- Path To Take
- Pick Ups
- Collectables

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
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015	047	079	111
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025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

# [017] FULTON RECOVERY

**Mission Details:** Use Fulton Recovery System to retrieve all enemy scouts.

**Enemies:** 11

**Time Limit:** 16:00

**Mission Details:** Recover the researcher.

**Completion Unlock:** None

**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
Night Vision Goggles	—

The greatest challenge on this mission is locating your enemy, so be sure to equip the Night Vision Goggles to help you find your targets. In the first zone, eliminate your first target on the ledge to the left of your starting position, then the soldier behind the tree just up ahead. In the next zone, eliminate the soldier lying prone just below the ledge, followed by the soldiers on the far right and left. There are two snipers in the next area, so crouch and move to position 1 on the map and eliminate sniper 1. From there, move to position 2 and eliminate the second sniper; don't forget to pick up the blueprint directly below him. In the last area, move to position 1 and eliminate the soldier directly in front of you, followed by the soldier behind the wall at position 2. Double back to position 1 and slowly move to position 3 while hugging the wall. From here, you can get behind the last two snipers and easily finish the mission.





001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
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010	042	074	106
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025	057	089	121
026	058	090	122
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028	060	092	124
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030	062	094	126
031	063	095	127
032	064	096	128

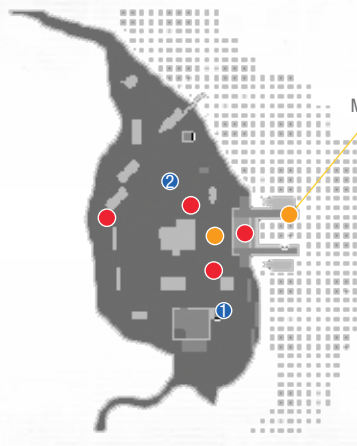
# [018] TARGET DEMOLITION

**Mission Details:** Blow up the designated target.  
**Enemies:** 4  
**Time Limit:** 5:00  
**Completion Unlock:** Solidus Magazine Layout, Claymore Design Specs (Stage)  
**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
—	C4

Area Map/Rio del Jade



Claymore Mine Design Spec

MAP LEGEND

- Enemy Locations
- Positions To Go To
- Collectables

Climb the tower directly in front of your starting position, position 1 on the map. From here you can eliminate every target in the area, and then freely move to position the C4 on the marked target, position 2 on the map.

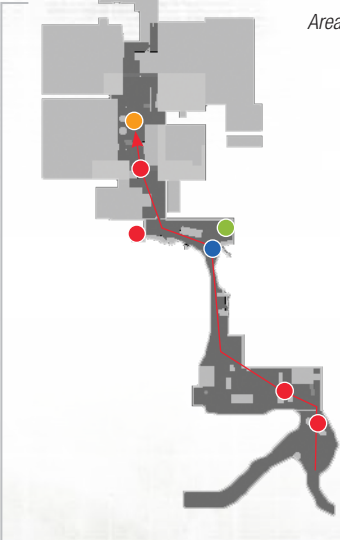
# [019] TARGET DEMOLITION

**Mission Details:** Blow up the designated target.  
**Enemies:** 4  
**Time Limit:** 5:00  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
—	C4

Area Map/Cafetal Aroma Encantado: Entrance



MAP LEGEND

- Enemy Locations
- Positions To Go To
- Path To Take
- Collectables
- Extraction Points

From your starting position, eliminate the guard in front of the broken fence, and then eliminate the guard just on the other side of the fence between the two crates. From there, move to position 1 on the map and eliminate the guard watching from the tower. Move through the fence after the truck and tranquilize the last guard between the two buildings. Plant your C4 on the target, then hurry to the extraction point.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
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013	045	077	109
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025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [020] TARGET DEMOLITION

**Mission Details:** Blow up the designated target.

**Enemies:** 5

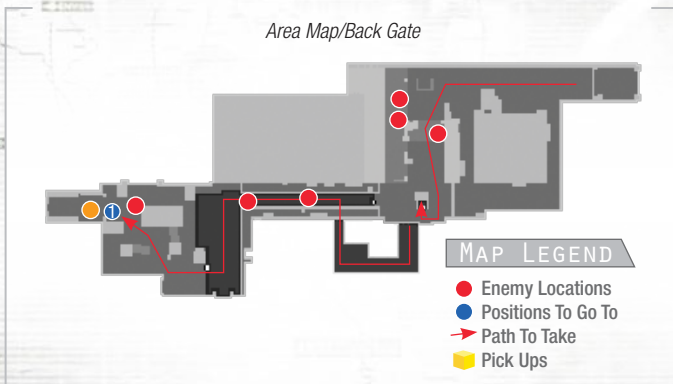
**Time Limit:** 6:00

**Completion Unlock:** C96 Design Specs (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
—	C4



Take out the first three enemy soldiers a few steps from your starting position; one will be on the ground level and two on the second level directly above him. Once neutralized, move to the ladder leading below ground, on the left just behind the two barrels. Follow the corridor until you're directly under the floating droid. Peek around the corner and tranquilize the guard at the end of the hallway, and then quickly dash for the ladder upward at the end of the hall when the droid patrols above. Eliminate the final enemy in front of the target crate, and then head to the extraction location.

## [021] CARGO TRUCK DEMOLITION

**Mission Details:** Blow up 25 cargo trucks.

**Enemies:** 0

**Time Limit:** None

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Support Supply Marker	M60

**Area Map/Volcán Irazú:** Los Cantos

The M60 will cut through each truck rather efficiently, provided you have the ammo. Aim to the far right of the road, toward the mountain where the trucks first appear. The M60 has a powerful recoil, so keep your crosshair low. If you target where the tires meet the road, the recoil will line up your shot with the center of the truck after the first round is fired. Squeeze off only two or three rounds at a time to conserve ammo, and always try to eliminate the trucks when they are grouped. When one truck blows, they all will if they are close enough together. Use the barrels in the road to make up time if you miss the trucks in the beginning; try to save the barrel to the farthest left as your safety net. After eliminating the first truck, quickly use the Supply Marker right next to your character to keep extra ammo nearby. The second truck is fairly slow, so you should be able to pull this off in time to eliminate the target. Lastly, try to reload after each set of trucks. This will ensure you don't run out of ammo as a set of trucks passes.

001	033	065	097
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007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
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014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [022] ELIMINATE ENEMY SOLDIERS

**Mission Details:** Neutralize all enemy mercenaries.

**Enemies:** 10

**Time Limit:** 13:00

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Eliminate the guard on the opposite side of the chainlink fence, followed by the soldier moving around the truck to your left. Follow the road until just before the second truck, and eliminate both the guard in the tower and the guard walking away from the truck toward the gated fence. Before continuing, eliminate the guard on the second level overlooking the area just beyond the fence and the one patrolling between the buildings. Move down the corridor and quickly neutralize the soldier on the roof directly to the right, halfway down the corridor. Enter through the door on the far end, and eliminate the guard standing at the base of the ladder, once you enter the next room, and the guard standing near the wall on your immediate left. Watch out for the two guards on the second level. Neutralize the first guard overlooking the entrance, then climb the ladder to eliminate the guard patrolling around the back of the room.

## [023] ELIMINATE ENEMY SOLDIERS

**Mission Details:** Neutralize all enemy mercenaries.

**Enemies:** 10

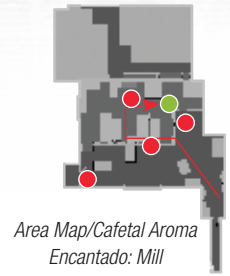
**Time Limit:** 7:00

**Completion Unlock:** Twin Barrel (Rubber Slug) Design Specs, M16A1(STG) Design Specs (Stage)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

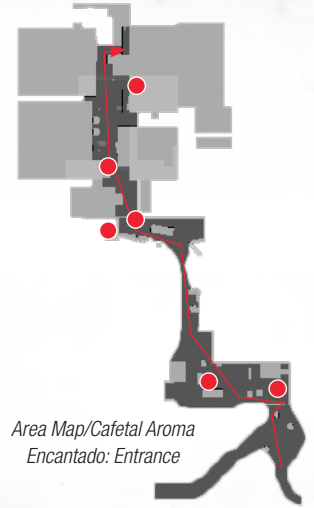
Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)



Area Map/Cafetal Aroma  
Encantado: Mill

### MAP LEGEND

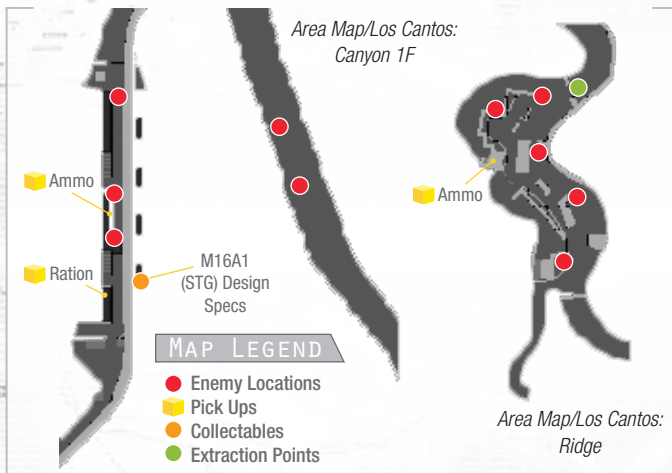
- Enemy Locations
- ➔ Path To Take
- Extraction Points



Area Map/Cafetal Aroma  
Encantado: Entrance



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003	035	067	099
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005	037	069	101
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029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128



All the soldiers in this mission will be aware of your presence immediately, so take them out quickly and don't worry too much about being sneaky. The second you approach the bridge, neutralize the soldier on the top level across from the fallen bridge section. Before heading down the stairs, move to the gap in the bridge and neutralize the guarding waiting for you below. As you descend to the bottom level, immediately crouch and take out the sniper at the end of the walkway, followed by both snipers on the road across from the bridge. Tranquelize them once and keep your head down until they are unconscious. Don't forget to pick up the M16A1 blueprints to the right of the stairs you just came down. In the next zone, quickly eliminate the soldier hiding on the ledge directly in front of you, just as you begin to turn the corner, and then neutralize the soldier coming toward you down the street. Begin to move toward the first barricade and take down the soldier standing next to the truck. Move to the barricade to the right of the truck and eliminate the soldier standing at the base of the path leading upward, directly in front of you, and the soldier on the ledge just above your location on that same path.

## [024] ELIMINATE ENEMY SOLDIERS

**Mission Details:** Neutralize all enemy mercenaries.

**Enemies:** 15

**Time Limit:** 8:00

**Completion Unlock:** Carl Gustav (MP) Design Specs

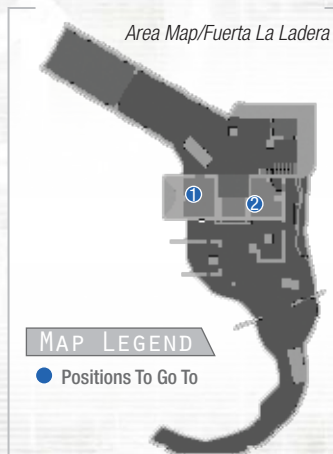
**Uniform:** T-Shirt

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
Support Supply Marker	—

The trick to this mission is to wait for the enemy soldiers to come to you. At the start of the mission, move to position 1 on the labeled map, just to the right of the metal crate behind your starting position. Aim between the rungs of the ladder leading up to your position and wait. As each soldier climbs the ladder, fill him full of tranquilizer darts. If you time it right, you should be able to headshot each of them, saving ammo. Once you've eliminated the first three soldiers, use the Support Supply

Marker in the corner to give yourself an ammo cache. Now move to position 2. Aim toward the top step of the stairs leading down to the courtyard below. Wait for each soldier to climb the steps and eliminate each one as he reaches the landing. If you have trouble with this approach, take the ladder next to position 2 down to the room below. Aim for the base of the ladder and eliminate each soldier as he comes down to your position. Now grab some ammo from your cache and return to position 1. Eliminate the final wave of soldiers as they climb the ladder to your position, exactly as you did the first time. Remember to reload often so the soldiers don't overwhelm you as you fidget with your clip.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [025] ELIMINATE ENEMY SOLDIERS

**Mission Details:** Neutralize all enemy mercenaries.

**Enemies:** 8

**Time Limit:** 16:00

**Completion Unlock:** M16A1 (GL) Design Specs (Stage)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
Night Vision Goggles	Support Supply Marker

Most of the enemies in this mission are very difficult to find, so be sure to equip the Night Vision Goggles to aid you in the hunt. Be aware that the soldiers are already alerted to your presence, and most of them are snipers. Stay light on your feet and try not to remain in one position for too long. Once you've located your target, move in quickly while strafing to the left and right to help prevent your enemy from obtaining a clear shot. At the start of the mission, the first sniper will take cover behind the log closest to the river from your starting position. Take aim and eliminate him the second he crouches. Take out the second sniper straight ahead where the path narrows. Once you move into the next area, you have a clear shot from your starting position to eliminate both the sniper lying prone next to the log and the one to the left of the large rock on the far end of the level. Both snipers in the next area are on the far end of the level. Engage these enemies quickly while using the ruins to block their line of sight. In the final zone, the enemy snipers are perched on a ledge on the far end of the level. Stay to the right and engage these enemies much the same way you did in the previous area. If you follow the right wall, you'll be able to scale the ledge and send these snipers running.

Area Map/Selva de la Leche:  
Jungle

M16A1  
(GL) Design  
Specs

Area Map/Selva  
de la Leche: Hillside

### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Collectables

Area Map/Selva de la  
Muerta: Top of Cliff

Area Map/Selva de la Muerta:  
Bottom of Cliff

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

# [026] ELIMINATE ENEMY SOLDIERS

**Mission Details:** Neutralize all enemy mercenaries.

**Enemies:** 21

**Time Limit:** 6:00

**Completion Unlock:** M16A1 (SGL) Design Specs (Stage)

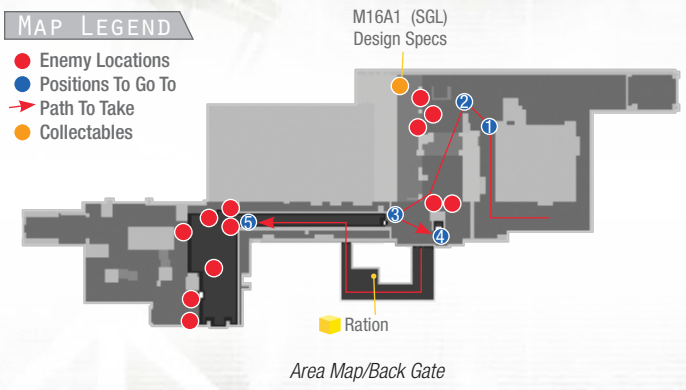
**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
Shield	Smoke Grenade
—	Support Supply Marker

## MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Collectables



At the start of the mission, head to point 1 on the map and eliminate both the sniper and soldier on the top level, just above the mounted gun, then eliminate the guard just below their position. Immediately after, take out the guard climbing up the ladder next to the barrels to the left of the mounted gun, then neutralize the soldier climbing up the far right ladder. Move to position 2 on the map and eliminate the sniper on the far ledge across the lower hallway. Climb down the ladder marked 3 on the map and pick up the Rations in the tunnel, you'll need them. Move to point 4 and eliminate the three guards at the end of the hallway. Use your Support Supply Marker to replenish your ammo, then toss a Smoke Grenade down the end of the hallway toward point 5. Use the pipe in the hallway next to point 5 as cover when needed. Equip the Night Vision Goggles to locate and eliminate the soldiers on the second level and in the pit directly in front of you. It's extremely important to always keep smoke at your feet or you'll begin to take heavy fire within seconds. From this location, you'll encounter almost all the remaining soldiers as they continually reinforce this position. Repeat this step several times until there are only one or two soldiers left. From there, move up the ladder exiting the pit and take out the remaining guards waiting at the top.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

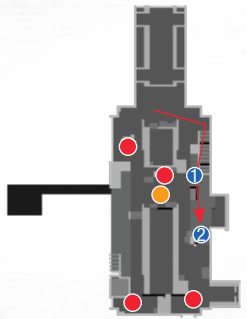
## [027] ELIMINATE ENEMY SOLDIERS

**Mission Details:** Neutralize all enemy mercenaries.  
**Enemies:** 5  
**Time Limit:** 5:00  
**Completion Unlock:** Sleep Gas Grenade Design Specs (S Rank required)  
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Area Map/Small Maintenance Dock



#### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Pick Ups

From the start of the mission, tranquilize the guard on the left by the ramp, then move to position 1 in the map. From there you have a clear shot at three of the four remaining guards. Once the guards have been neutralized, head to position 2 and eliminate the final guard at the base of the ladder to complete the mission.

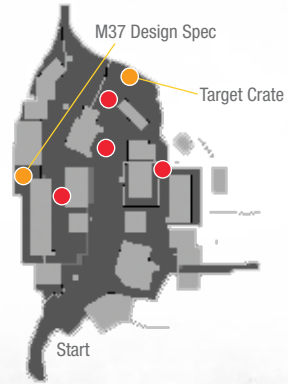
## [028] ITEM CAPTURE

**Mission Details:** Use C4 to destroy the container and retrieve all items,  
**Enemies:** 4  
**Time Limit:** 5:00  
**Completion Unlock:** PKM Design Specs, M37 Design Specs (Stage)  
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
—	C4

Area Map/Aldea Los Despiertos



#### MAP LEGEND

- Enemy Locations
- Collectables

Eliminate the soldier on road to the left just around the corner from your starting position. From there, head down the main road and neutralize the two targets at the end next to the truck. Attach the C4 to the crate just behind the truck, then get to a safe distance and detonate the crate. Pick up the remaining items and hustle back to your starting position to exit the mission.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [029] ITEM CAPTURE

**Mission Details:** Use C4 to destroy the container and retrieve all items,

**Enemies:** 3

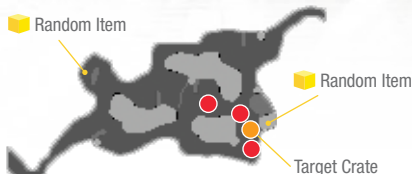
**Time Limit:** 5:00

**Completion Unlock:** Anti-tank Mine Design Specs, Splitter Uniform (Stage)

**Uniform:** Sneaking Suit

### MAP LEGEND

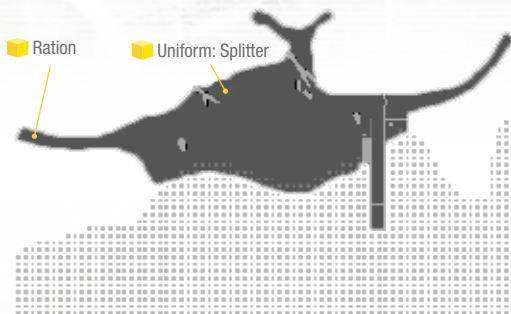
- Enemy Locations
- Pick Ups
- Collectables



Area Map/Bosque del Alba

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
—	C4



Area Map/Playa del Alba

From your start position, turn around and head back down the path to the next zone. Next to a log in the center of this new area is the Splitter uniform; there are Rations straight ahead from that location. Grab these items and return to the mission start position. Take out the guard directly in front of your current position, then follow the path to the right and neutralize both guards standing on either side of the crate. Attach the C4, then detonate the crate from a safe distance. Grab the remaining items and move to the extraction location to the left of the crate's original position.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
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013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
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022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [030] CLASSIFIED DOCUMENT RETRIEVAL

**Mission Details:** Obtain all five of the top-secret enemy documents.

**Enemies:**

**Time Limit:** 8:00

**Completion Unlock:** RPG-2 Design Specs (Stage), Squares Uniform (Stage)

**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

From the start of the mission, move to position 1 and eliminate the guard patrolling the center of the room. Move to position 2 and neutralize the guard to the right, walking toward the building you're in, and the guard to the left next to the metal structure. Follow the path indicated on the labeled map to obtain the first three hidden documents, then move to position 3 and take out the last guard just opposite the fence. Follow the path to obtain the last two documents, then retreat to the extraction location. Collecting all the documents gives you the complete design specs for the RPG-2 missile launcher.



Area Map/Bananal Fruta de Oro: Sorting Shed



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [031] CLASSIFIED DOCUMENT RETRIEVAL

**Mission Description:** Obtain all five of the top-secret enemy documents.

**Enemies:** 6

**Time Limit:** 10:00

**Completion Unlock:** MG3 Design Specs

**Uniform:** Sneaking Suit

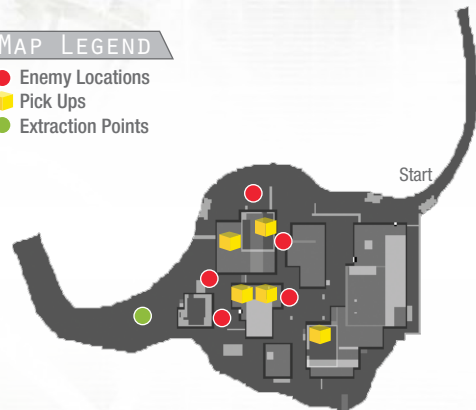
## MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

From the mission start point, head to the wall to the west and wait for a patrolling enemy soldier to appear, approaching from the south. When he west, sneak up behind him and hold him up. But act quickly because a second soldiers emerges from the nearby shed—take cover and hold him up to. The first document is inside the same shed he just walked out of. Next, advance down the alley to the south and enter the central shed to grab the second document. On your way out, hold-up the stationary soldier and proceed to the next shed to the southeast to grab the third document. Now move to the west side of the map where two more soldiers patrol around another shed. Either tranquilize or hold-up both of these soldiers to clear a path to the next two documents. The fourth document is laying on in the stall east of the shed. After grabbing it, climb the nearby ladder to reach the roof of the central building. Once on the roof, turn to the north to spot the final document sitting on the neighboring rooftop. Run and perform a dive roll to leap across the gap between the rooftops. Grab the final document and make your way to the extraction point to the west. Completing this mission earns you the MG3 design specs.

## MAP LEGEND

- Enemy Locations
- Pick Ups
- Extraction Points



Area Map/Miners' Residence

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[032] CLASSIFIED DOCUMENT RETRIEVAL

**Mission Description:** Obtain all five of the top-secret enemy documents.

**Enemies:** 10

**Time Limit:** 15:00

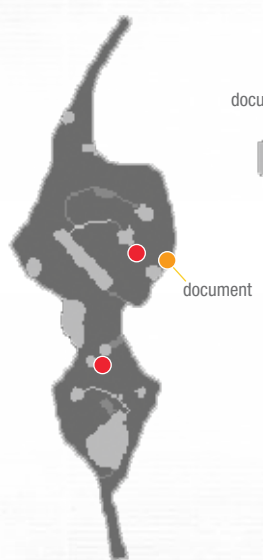
**Completion Unlock:** EZ Gun (LR) Design Specs

**Uniform:** Sneaking Suit

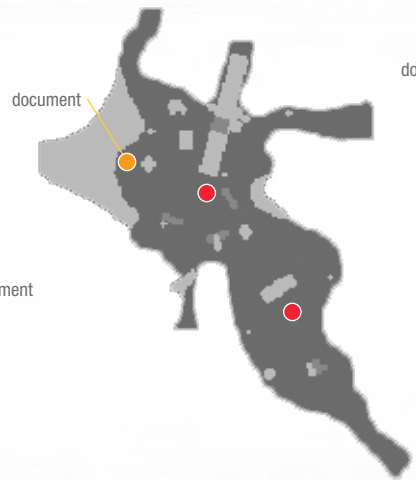
MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Area Map/Camino de Lava: Hillside



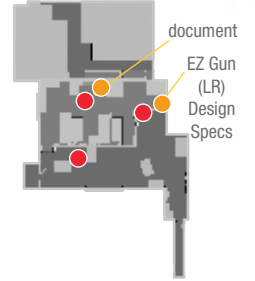
Area Map/Camino de Lava: Junction



Area Map/Cafetal Aroma Encantado: Entrance



Area Map/Cafetal Aroma Encantado: Mill



MAP LEGEND

- Enemy Locations
- Collectables

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

Step up on the ledge directly in front of your starting position, then follow the path to the fallen log on the right just around the corner. From this position, you can neutralize both the soldier directly below your position and the soldier farther off in the distance. The first document can be found behind the tree to the right of the second soldier. Grab the document and then move to the next zone.

In the next location, make short work of the first guard by the crate and the second next to the train. Make sure to pick up the design behind the tree against the far left wall.

Moving to the next zone, take down the guard in the open, near the broken fence. Two hidden documents can be found in this location. The first is hidden in the corner against the wall a few steps past the opening in the fence. The second is next to the right wall just before the path leading up to the second truck. Just beyond the second document, eliminate the guard in the tower to the left of the second truck, and then carefully eliminate the patrol between the buildings.

In the final room, be careful of the guard that patrols the room's perimeter, he may not initially be in sight. Take down the guard behind the crate on the left. The last document can be found in the room just below the second level next to a desk. In addition, to the right of the desk you'll find the EZ Gun (LR) design. Now head up the ladder, neutralize the patrolling guard, then move to the extraction location through the door and down the back steps.

## [033] DISARM ALL CLAYMORES

**Mission Description:** Disarm all claymores.  
**Enemies:** 0  
**Time Limit:** 4:00  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Move to the rear of each claymore, crouch, then use the action button to neutralize the explosive. Disarm each claymore labeled on the map, then move to the extraction point.

Area Map/Rio del Jade

### MAP LEGEND

-  Pick Ups
-  Extraction Points





001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
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015	047	079	111
016	048	080	112
017	049	081	113
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020	052	084	116
021	053	085	117
022	054	086	118
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [034] DISARM ALL CLAYMORES

**Mission Description:** Disarm all claymores.

**Enemies:** 0

**Time Limit:** 5:00

**Completion Unlock:** M1911A1 Custom Design Specs

**Uniform:** Sneaking Suit

Move to the rear of each claymore, crouch, then use the action button to neutralize the explosive. Don't pass up the M1911A1 Custom Design behind a wall on the path leading towards the southern exit, left of your starting position. Disarm each claymore labeled on the map, then move to the extraction point.

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

## [035] HOLD UP

**Mission Description:** Hold up the enemy mercenaries.

**Enemies:** 7

**Time Limit:** None

**Completion Unlock:**  
Banana Cultivation  
Instructions, SVD Design  
Specs (Stage)

**Uniform:** Sneaking Suit

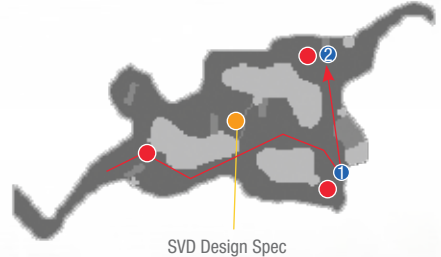
### MISSION LOADOUT

Items	Weapons
—	Banana

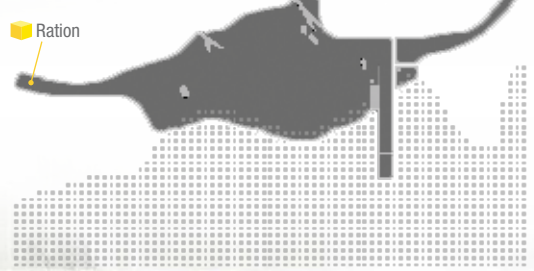
### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- 📦 Pick Ups
- Collectables

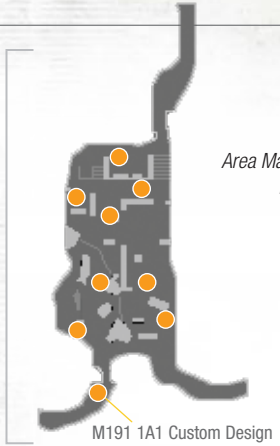
Area Map/Bosque del Alba



Area Map/Playa del Alba



Area Map/Selva de la Muerte:  
Bottom of Cliff



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

Area Map/Puerto del Alba



### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Collectables
- Extraction Points

## [036] HOLD UP

**Mission Description:** Hold up the enemy mercenaries.

**Enemies:** 6

**Time Limit:** None

**Completion Unlock:** M10(BJ) Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	Banana

An "S" rank is fairly easy to obtain on this level as long as you move quickly. From the start of the mission, quickly move to position 1, and then move up and neutralize the soldier directly in front of you. Shortly after the first guard drops, the second guard next to position 2 will become alerted and move over to assist him. Hurry to position 2 and wait for the guard to move to assist, then sneak up behind him and take him down. From there, move to position 3 and strike when he turns his back to you. Hurry to position 4 and take out the guard by the fence before he walks away. Move to position 5 and take down the guard at the end of the room, but be sure to wait until his back is turned. Move to position 6 to eliminate the final enemy, then hurry to the extraction location.

Crouch and slowly sneak up behind the soldier directly in front of your starting position. Take him down quickly and follow the path labeled on the map to the second guard. Make sure to give him lots of room so as not to be detected. Before moving north to the next area, you can choose to move south and pick up a spare Ration in the next zone, located at the far end of the level.

Following the northern path will take you to the next zone and the remaining four soldiers left to eliminate. All the guards in this level patrol, so make sure to wait and make your move only when the guard's back is turned and he is walking away from your position. Follow the left wall until you pass the first large crate on your right, then move between the crates to take out the guard patrolling in that area. Quickly move to the guard visible from your initial starting position, then move to the far left wall and eliminate the patrolling guard. Keep a close eye on the guard patrolling the balcony above and make your move only once his back is turned. Finally, climb the steps and quickly eliminate the last guard, then head to the extraction location.



### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Collectables
- Extraction Points

EXTRA OPS  
MISSIONS:

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

QUICK REFERENCE

## [037] HOLD UP

**Mission Description:** Hold up the enemy mercenaries.

**Enemies:** 9

**Time Limit:** None

**Completion Unlock:** RPK Design Specs (Stage), MP5SD2 Design Specs (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

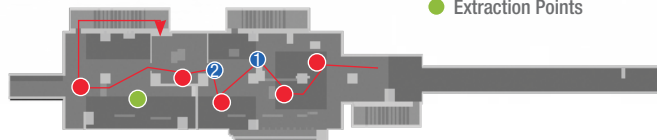
Items	Weapons
—	Banana

Most of the guards patrol on this mission. Depending on how fast you take down each soldier, each enemy location may vary on the map. From the starting position, sneak up and neutralize both soldiers straight ahead, and then hop the barrier moving to position 1 on the map. You can shave off valuable seconds by moving on to the next target the second you hear "Freeze." Neutralize the target to the left of the door and then move to position 2. Wait here until the guard moves to look out the window, then take him down. If you move quickly enough on the first few guards, you can then can enter this room and eliminate the guard at the entrance on the opposite side before he enters the room. Leave the room and take down the soldier at the far end, and then move up the stairs to position 3. Be careful; there is a guard directly at the top of the stairs. Neutralize this soldier, then hug the right wall and take out the guard at position 4. Stay to the left and move to position 5 and neutralize the soldier to your right. Immediately move to the last target next to the staircase leading to the first level, then head to the extraction location.

### MAP LEGEND

- Enemy Locations
- Positions To Go To
- Path To Take
- Collectables
- Extraction Points

F1



F2



Area Map/Underground Passage B



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [038] BASE DEFENSE

**Mission Description:** Stop the enemy advance.

**Enemies:** 40

**Time Limit:** None

**Completion Unlock:** RPG-7 Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	M37 (Shotgun)

#### Area Map/Al Weapon Hangar

At the start of the mission, eliminate the soldier on the platform to the right, then eliminate the soldiers heading toward you immediately after. Keep your weapon aimed and slowly make your way down the scaffold, eliminating each soldier as they approach. Armored soldiers will take two shots to kill, so make sure each soldier is dead before moving forward. Make your immediate left and remain crouched at the top of the stairs. Kill each soldier as they approach the bottom of the staircase and remember to reload often. Try to hold your fire until soldiers are grouped up to save ammo; the shotgun is very effective at taking down groups of enemies at one time.

## [039] BASE DEFENSE

**Mission Description:** Defend the bases.

**Enemies:** 20

**Time Limit:** None

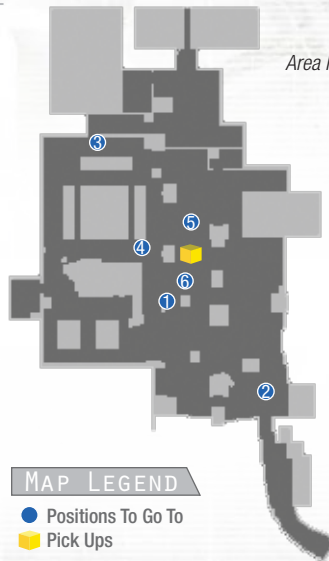
**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	M37 (Shotgun)

#### Area Map/Bananal Fruta de Oro: Sorting Shed



#### MAP LEGEND

- Positions To Go To
- Pick Ups

From the start of the mission, move to position 1 on the map facing capture locations 4, 5, and 6. From this position, you have a clear view of all three capture points; keep these points clear of enemy soldiers at all times. Enemy soldiers will flood in from positions 2 and 3 and will attack you as they approach. Soldiers moving from position 3 will be easy to spot because you're facing that direction. However, defending the capture locations will require you to turn your back to soldiers approaching from position 2. Make sure you turn frequently to clear this blind spot and pick off advancing soldiers.

EXTRA OPS  
MISSIONS:

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [040] BASE DEFENSE

**Mission Description:** Defend the bases.

**Enemies:** 15

**Time Limit:** None

**Completion Unlock:** None

**Uniform:** Sneaking Suit

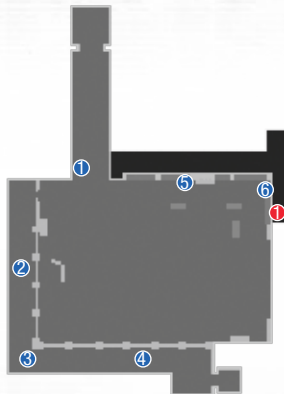
### MISSION LOADOUT

Items	Weapons
—	M60 (Machine Gun)

Area Map/Heliport

#### MAP LEGEND

- Enemy Locations
- Positions To Go To



At the start of the mission, take out the few soldiers already in the lower courtyard, then immediately head to position 1 facing capture points 2, 3, and 4. Once in the entrance of the tunnel, point slightly toward the left wall and eliminate every soldier that crosses your path. Guards will come from positions 5 and 6, so if the flood of soldiers slows, peek around the corner and eliminate any guards hiding behind the crates. Eliminate the soldier using the mounted gun, position 1, so you don't become pinned in the corner.

## [041] BASE DEFENSE

**Mission Description:** Defend the bases.

**Enemies:** 20

**Time Limit:** None

**Completion Unlock:** M700 (LR) Design Specs, Battle Dress (with helmet) Uniform

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	M60 (Machine Gun)

Area Map/Aldea  
Los Despiertos



#### MAP LEGEND

- Positions To Go To

At the start of the mission, move to position 1 marked on the map. Make sure to kill both soldiers approaching the capture points straight ahead as you move into position. The soldiers will come two at a time, from positions 5 and 6, and alternate spawn locations. Keep your head on a swivel and be sure to check the capture locations to ensure no enemy soldiers have snuck by.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [042] POW DEFENSE

**Mission Description:** Defend the POW.

**Enemies:** 30

**Time Limit:** None

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	M60 (Machine Gun)
—	Grenade

**Area Map/Mine Base:** Underground Passage B

It's very easy to become overwhelmed with enemy soldiers on this mission. The key is managing the flow of enemies from either side of the room while keeping them from gaining access to the POW through either door. Simply start with one side and clear all the enemy troops, then flip to the other. If you find yourself becoming overwhelmed, take out the soldiers that are the closest to the room's door then toss a Grenade to buy you some time. Switch to the other side and repeat the same tactic here.

## [043] DEFEND KEY SUPPLIES

**Mission Description:** Defend all targets and defeat the enemy force.

**Enemies:** 20

**Time Limit:** None

**Completion Unlock:** M60 (Armor Piercing) Design Specs

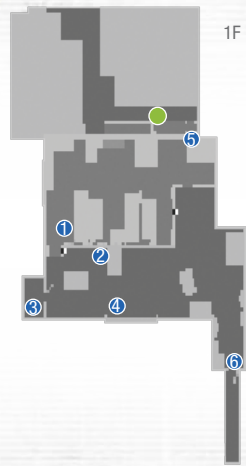
**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	M37 (Shotgun)

At the start of the mission, move to position 4 and crouch facing the three supply crates (points 1, 2, and 3). Aim just to the right of the ladder leading up to the second level just behind crate 2. As enemies enter the room, they will come from points 5 and 6 on the map. The enemies from point 5 will come down the ladder you're facing and the soldiers from point 6 will run directly in front of you to get to the supply crates. From this position, you have a clear view of all three crates. Pick off each soldier as they cross your path or jump down the ladder from the second floor.

Area Map/Cafetal Aroma Encantado: Mill



### MAP LEGEND

- Positions To Go To
- Extraction Points



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

# [044] DEFEND KEY SUPPLIES

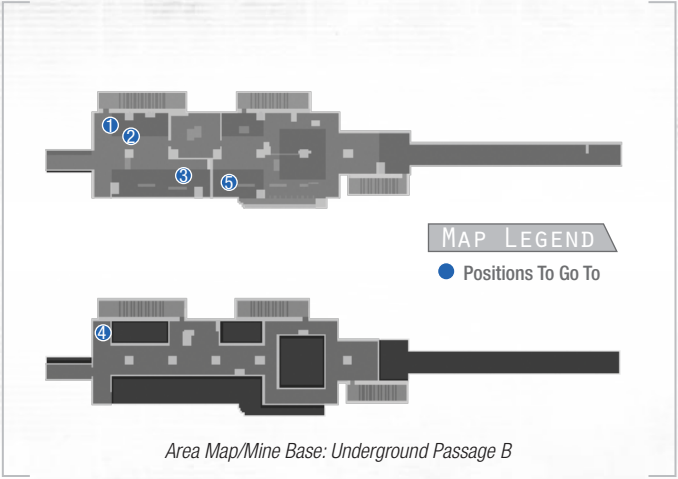
**Mission Description:** Defend all targets and defeat the enemy force.

**Enemies:** 30

**Time Limit:** None

**Completion Unlock:** MG3 (Armor Piercing) Design Specs

**Uniform:** Sneaking Suit



## MISSION LOADOUT

Items	Weapons
—	M37 (Shotgun)

Unfortunately, there isn't a simple way to complete this mission. At the start, move to position 1 on the map. From here you can see all three crates (positions 1, 2, and 3 on the map) and defend them effectively. Moving around on this level leaves the crates very vulnerable, so it's important to remain in one position where you can defend all the crates at once. The most difficult to defend will be the crate on the second level, right above your position. When an enemy soldier moves toward the crate above you, you'll need to shoot him through the perforated catwalk. From your position, you should be able to see their feet as they attack the crate and see them as they approach. The enemy soldiers will flood the room from all directions, so it's a matter of keeping an eye on your surroundings and reacting quickly when a soldier appears. The soldiers will always appear from the tunnel behind your starting location, from the room directly in front of crate 2, and from the opposite side of the room on the second level. The shotgun is a very effective weapon on this map, but be cautious that you're not damaging the crates by accident.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [045] PERFECT STEALTH

**Mission Description:** Sneak through the Supply Facility at Puerto del Alba.

**Enemies:** 6

**Time Limit:** None

**Completion Unlock:** ADM63 Design Specs, Choco Chip Uniform (S Rank Required)

**Uniform:** Sneaking Suit

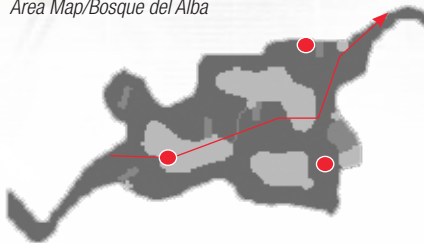
## MISSION LOADOUT

Items	Weapons
—	Mk.22 Mod.0 (Hush Puppy)

This mission is very simple with the Mk.22. From the start of the mission, tranquilize the guard directly in front of your start position. Then follow the path to the entrance of the Supply Base labeled on the map.

Once in the base, follow the wall left then turn right after the first large crate. Tranquilize the guard patrolling in the area, then run straight to the extraction point at the foot of the staircase.

Area Map/Bosque del Alba



## MAP LEGEND

- Enemy Locations
- ➔ Path To Take
- Extraction Points



Puerto del Alba

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [046] PERFECT STEALTH

**Mission Description:** Sneak through the tropical dry forest of Volcán Irazú.

**Enemies:** 19

**Time Limit:** None

**Completion Unlock:** M16A1 (STG + laser) Design Specs (Stage)

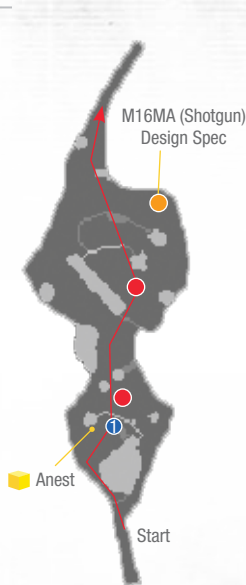
**Uniform:** Sneaking Suit

### MISSION LOADOUT

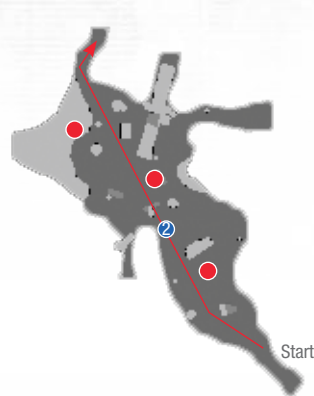
Items	Weapons
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)
—	Support Supply Marker

On this mission, the entire Puerto del Alba area is available to explore at night. Your objective is to reach the goal marker without being detected. Equip the Night Vision Goggles to help locate enemy targets in the darkness. From the starting location, step up on the ledge directly in front of you, then move to position 1. Take out the soldier directly below you and the other off in the distance, then follow the path to the next zone.

Eliminate the guard standing next to the metal crate and the soldier standing next to the train. Move to position 2 and neutralize the soldier on the cliff to your left, then follow the path to the next area.



Area Map/Camino de Lava:  
Hillside



Area Map/Camino de Lava:  
Junction



Area Map/Aldea Los Despiertos

### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- 📦 Pick Ups
- Collectables



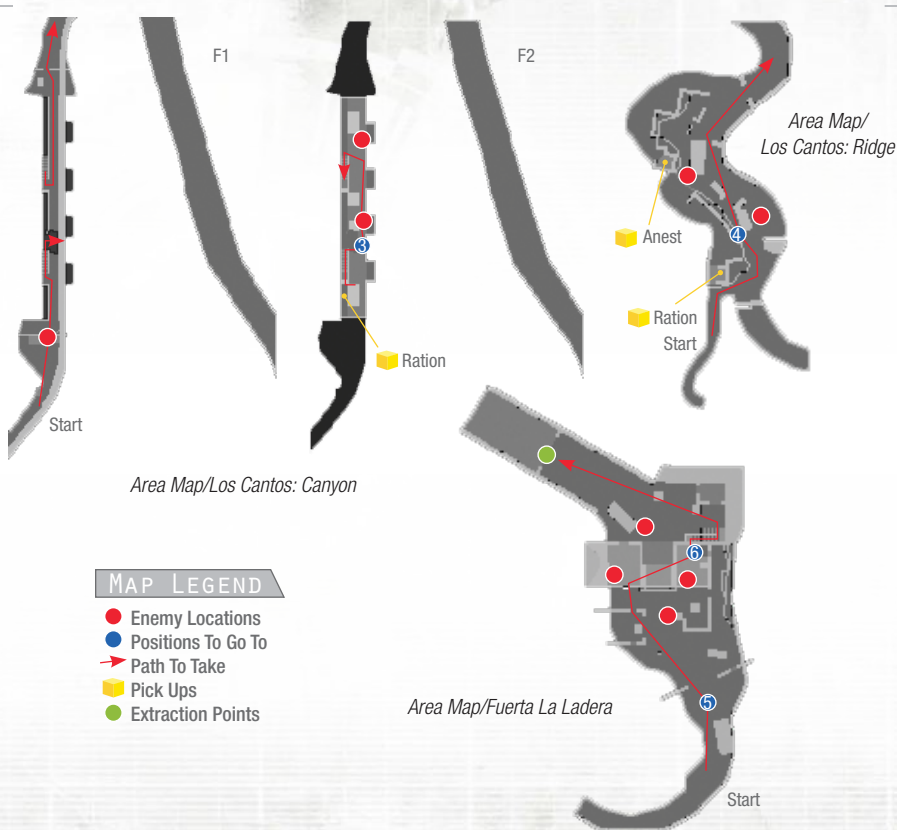
001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

Take out the guard in the center of the road and the other farther down the road to the right leading to the next area.

Follow the left road to the next zone and neutralize the guard waiting at the gate to the bridge. Move down the first set of stairs and take out both soldiers farther down the bridge, then move up the far staircase and on to the next zone.

Move around the corner and take down the soldier patrolling the street, then move to position 4. From here, you can eliminate the soldiers on both the left and right sides of the truck, then head to the final area.

When you arrive, move to position 5 and neutralize the guard just outside the gate and both soldiers on either side of the building's rooftop. Climb the ladder on the left, then move to position 6 and take down the final soldier in the courtyard below. Head through the tunnel to the extraction zone.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

# [047] PERFECT STEALTH

**Mission Description:** Sneak through the Cloud Forest of Central Heredia.

**Enemies:** 14

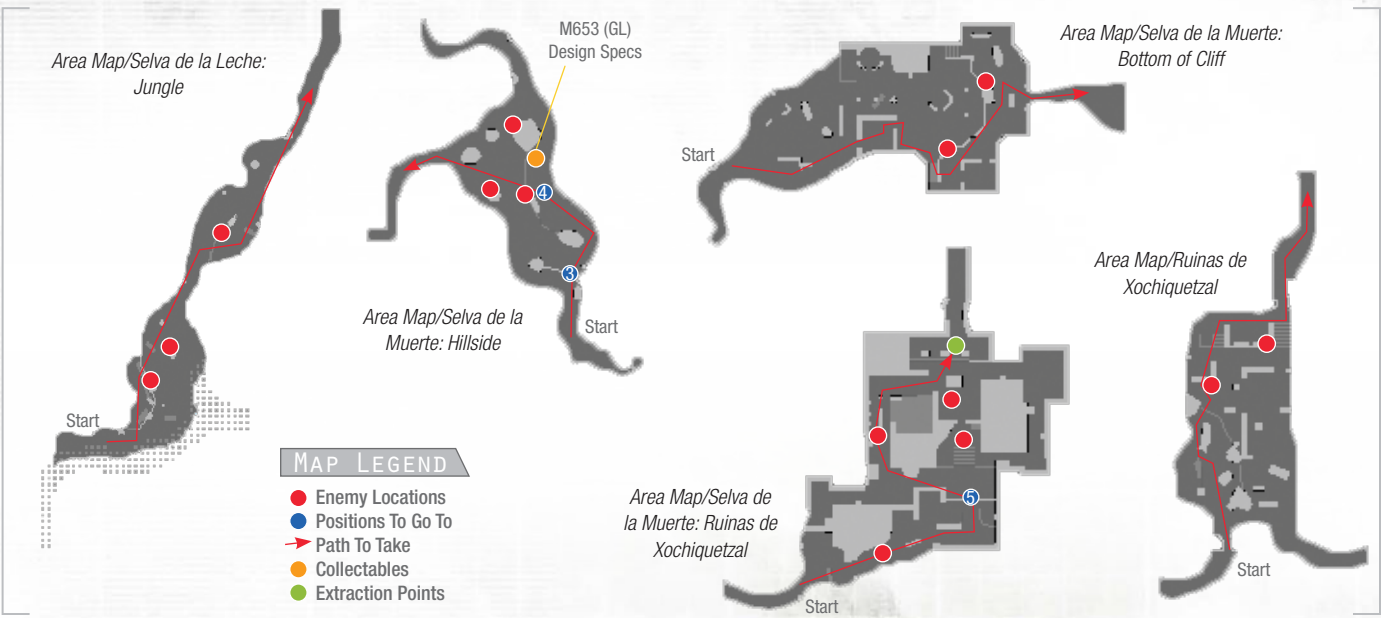
**Time Limit:** None

**Completion Unlock:** M653(GL) Design Specs (Stage), SUG Design Specs (S Rank required)

**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
—	Mk.22 Mod.0 (Hush Puppy)
Night Vision Goggles	—
—	Support Supply Marker



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

On this mission, the entire Selva de la Leche area is available to explore at night. Your objective is to reach the goal marker without being detected. Equip the Night Vision Goggles to help locate enemy targets in the darkness. At the start of the mission, move to position 1 and eliminate the guard directly in front you and the one sitting just below the ledge you're standing on. Next move to position 2 and eliminate the guard hiding behind the tree, then exit north to the next area.

In the next location, move to position 3 and eliminate the guard directly in front of you. You can shoot all three targets from you current position. However, if you're having trouble, move to position 4 to eliminate the rest. Once you've neutralized all the targets, follow the path to the left to head to the new zone.

Once you're in the new area, stick to the left and take out both snipers farther down. Advance quickly but make sure to cut through the ruins to disrupt the snipers' aim.

In the next room, hug the right wall until you pas the large set of ruins. Head through the door and continue to follow the wall until you're able to jump up on the ledge. Take out the sniper directly at your feet and the other hiding behind a tree just up ahead.

In the final zone, move to position 5 and take out both soldiers straight ahead. After that, follow the path indicated on the labeled map to take down the last enemy and head to the extraction location.

## [048] PERFECT STEALTH

**Mission Description:** Sneak through the U.S. Missile Base in Nicaragua.

**Enemies:** 19

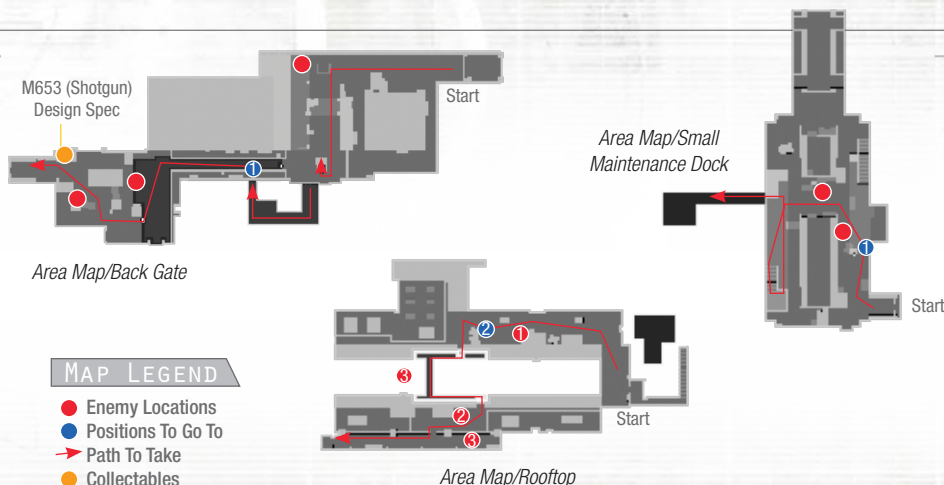
**Time Limit:** None

**Completion Unlock:** M653(STG) Design Specs (Stage), M134 Design 100% (Enemy Soldier), G11 Design Specs (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	Mk.22 Mod.0 (Hush Puppy)
Night Vision Goggles	—
—	Support Supply Marker



### MAP LEGEND

- Enemy Locations
- Positions To Go To
- ➔ Path To Take
- Collectables



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
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025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

At the start of the mission, neutralize the guard standing next to the mounted gun and the soldier just above that position on the second level. Immediately move to the ladder leading down into the tunnel system. Move to position 1 and wait for the drone to patrol the level above your position, then move down the hallway and eliminate the guard patrolling the second level, just above the pit. Climb the ladder and take down the soldier standing next to the crate, then move to the entrance to the next zone. In the next area, move to position 1 on the map and take down the soldier directly in front of you and the one on the bridge just to the left. Move across the bridge and up the stairs on the left. Be careful not to be detected by the patrolling drone. Crouch and move along the railing until the drone moves away from the entrance to the next zone. Move to the hallway on your left leading up to the rooftop.

Once on the roof, move to position 1 and take out soldiers 1 and 2, then move to position 2 on the map. From here you should be able to neutralize soldier 3, patrolling the hallway on the far side of the level. Be aware that he's behind glass, so you'll need to make sure your gun is full of ammo and be ready to shoot him again the second the window breaks. From there, head down the ladder just to your right, but you need to watch the drone so you aren't detected. Wait for the drone to move to enemy position 3, then jump down and climb up the ladder on the far side. Move quickly; you won't have much time before the drone heads back in your direction. Now move into the hallway and down to the far end to complete the level.

## [049] PERFECT STEALTH

**Mission Description:** Sneak through the Mine Base.

**Enemies:** 16

**Time Limit:** None

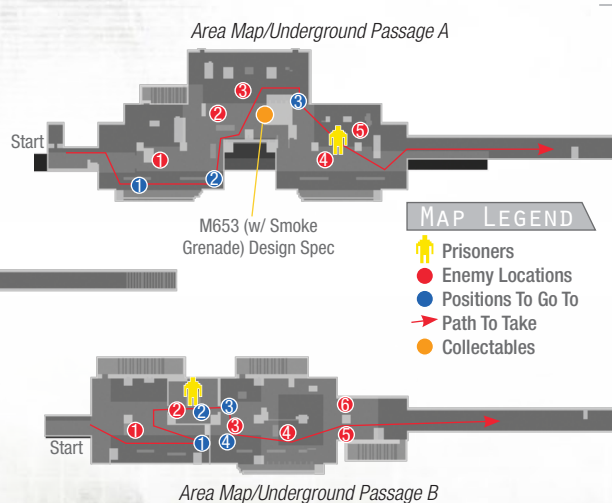
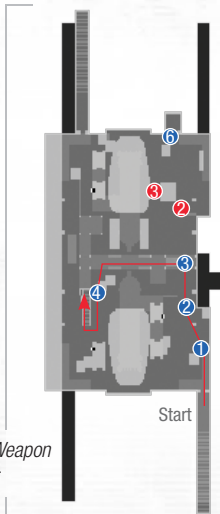
**Completion Unlock:** M653(SGL) Design Specs (Stage), EM Weapons Design 100% (Prisoner), Metamaterials Technology 100% (Prisoner), Patriot 100% (Prisoner), Japanese Patriot 6.3% (Prisoner), PTRS1941 Design Specs (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)

Area Map/AI Weapon Hangar



### MAP LEGEND

- Prisoners
- Enemy Locations
- Positions To Go To
- Path To Take
- Collectables

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
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027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

You have very limited ammo on this mission, so make each shot count. At the start of the mission, move to position 1 on the map then neutralize soldier 1 on the second level catwalk. Move to position 2 and eliminate soldiers 1 and 2, then move to position 3. Eliminate soldier 4 standing on top of the large vehicle, then move to position 4 to eliminate the guard on the south wall. Head to position 5 to secure the prisoner, then move to position 6 and press the elevator button to move to the next zone.

In the next area, wait for soldier 1 to patrol to the right of the crate directly in front of you, then take him out. Move to position 1 on the map and neutralize soldiers 2 and 3. Move to position 4 and eliminate soldier 4 on the other side of the map, then head to position 3. Take out soldier 5 and secure the prisoner, then move down the hallway at the end to move to the next level.

At the start of the next zone, eliminate soldier 1 immediately, then wait for soldier 2 to pace in front of the open door. Take him out, then move to position 1. From behind the fence, you have a clear shot at enemies 3 and 4. Eliminate enemy 3 first. If he's not visible, wait a few seconds for him to come around the crate. Once enemy 3 has been neutralized, eliminate enemy 4 then move to position 2 on the map and secure the prisoner. Guards 5 and 6 are both carrying shields, so it's important to make your shots count. Outside of waiting for the soldiers to relax their shields or walk away, you can shoot them in the legs to expedite the process. Also, soldiers 5 and 6 have a tendency to wake up sleeping soldiers, so try to move quickly. Take out soldier 6, then move to position 4. If soldier 4 has been woken up, take him down again, followed by soldier 5. Once they've been eliminated, move to the hallway at the end of the room to end the mission.

## [050] PERFECT STEALTH

**Mission Description:** Sneak through the swamps of Eastern Limón.

**Enemies:** 25

**Time Limit:** None

**Completion Unlock:** : PTRD1941 Design Specs (Stage), Stealth Camouflage Design Specs (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

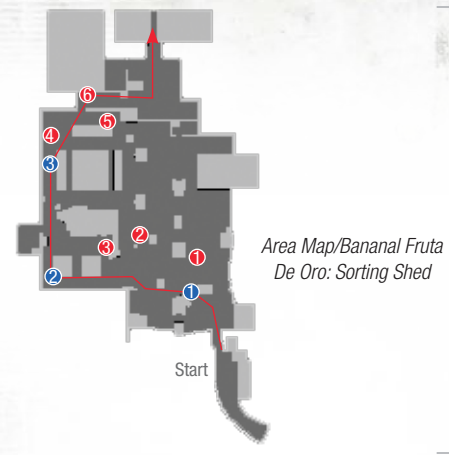
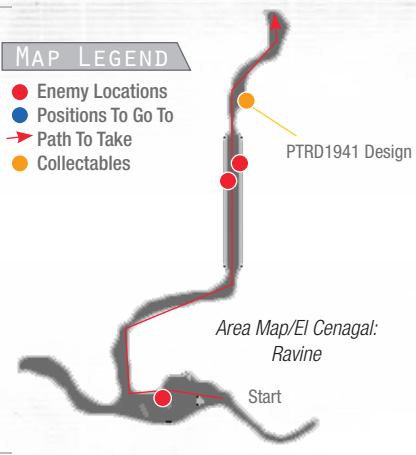
Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)
Night Vision Goggles	—
—	Support Supply Marker



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002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
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028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

MAP LEGEND

- Enemy Locations
- Positions To Go To
- Path To Take
- Collectables



The terrain on this mission makes it very difficult to locate your target, so equip the Night Vision Goggles. At the start of the mission, move to position 1, up against the wall to the left of the truck. Eliminate target 1 on the far end of the map, then move to position 2. Neutralize soldier 3, then wait for soldier 2 to come over and wake up soldier 3. The second soldier 2 moves over to soldier 3, take him down. Follow the path on the right to move to the next area. At the start of the next area, move to location 1 and eliminate soldier 1 in the boat shed. Move up the tower to position 2 and eliminate soldiers 2, 3, 4, and 5. Now move down to position 3 and eliminate soldier 6, just in front of the house next to the tower. Move north to the path leading to the next zone.

You can take down every target from your starting location in the next zone. Eliminate all three guards directly in front of you, as well as the patrolling guard on the opposite side of the river. Follow the path on to the next zone.

Take out the soldier behind the log directly in front of you, then follow the path right to the bridge. There are two soldiers patrolling the bridge in front of you; eliminate the one on the right first, then take out the one on the left. Move across the bridge and grab the PTRD1941 Design Spec off to the right just after the bridge. Continue down the path to the next zone.

When you enter the zone, soldier 1 should already be sleeping from when you took him out from across the water. Move to position 1, then take out soldier 2 farther down the path. Move to position 2 then take out soldier 3, then continue to follow the path to the final zone.

Move to position 1 on the map, then neutralize soldiers 1, 2, and 3. Move to position 2 and take down soldier 4. Soldiers 5 and 6 patrol, so be careful when you head to position 3. Stay at position 3 until both soldiers patrol in front of the door and take them out. Head through the door and into the hallway to end the level.



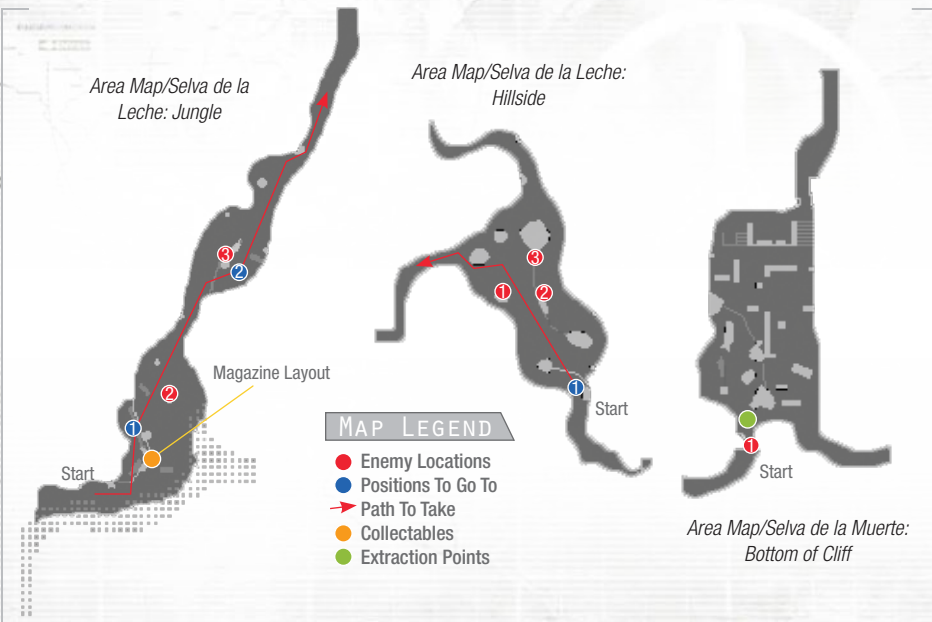
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028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

# [051] OBSTACLE DEMOLITION

**Mission Description:** Destroy the obstacle.  
**Enemies:** 5  
**Time Limit:** None  
**Completion Unlock:** Magazine Layout (Stage)  
**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Night Vision Goggles	Mk.22 Mod.0 (Hush Puppy)



At the start of the mission, move to position 1 on the map and neutralize target 1. Head to position 2 and eliminate target 2, then follow the path to the next area.

In the next zone, move to position 1 on the map and neutralize targets 1, 2, and 3. From there, follow the path to the left to enter the final zone.

Place the C4 on the rock marked as target 1, then move to a safe distance before detonating the explosive. Once the rubble has cleared, move to the extraction location to end the mission.

001	033	065	097
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003	035	067	099
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026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[052] ELIMINATE THE KIDNAPPERS

**Mission Description:** Eliminate all kidnappers.  
**Enemies:** 40  
**Time Limit:** 4:00  
**Completion Unlock:** PM Design Specs (Stage)  
**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
—	M37 (Shotgun)



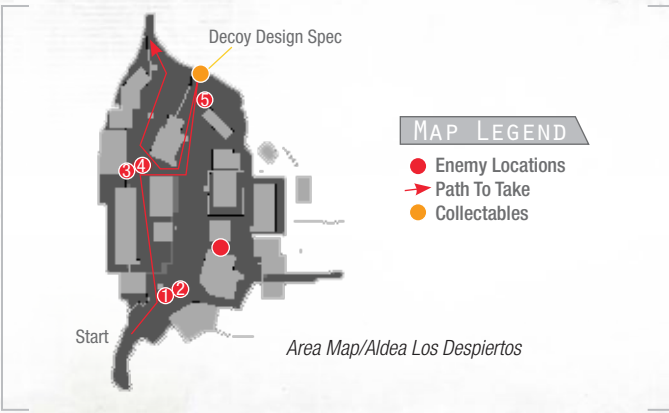
This mission is fairly straightforward: Take out 40 kidnapper drones in four minutes. You can use the mounted gun or another weapon of your choice. It's recommended that you use the M37 shotgun if you choose not to use the mounted gun. The shotgun has a wide shot pattern, allowing your aim to be less than perfect and it will kill each drone with one shot at close range. If two kidnappers are near each other, you also can take them both down with a single shot. Try to take down the drones that are closest to your position. If they get within range, they will open fire, so you'll need to clear them as fast as you can.

[053] CLEARING ESCAPE

**Mission Description:** Evade the enemy and escape.  
**Enemies:** 6  
**Time Limit:** 6:00  
**Completion Unlock:** Decoy Design Specs (Stage)  
**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
—	Mk.22 Mod.0 (Hush Puppy)



If you're going for an S rank on this mission, eliminate soldiers 1 and 2, followed by guards 3 and 4. Once those guards have been neutralized, run straight down that road and on to the evacuation point. If you're not going for an S rank, follow the same steps as above, but make a right between the last buildings at the end of the road. Cut left and neutralize guard 5 standing next to the truck. In the left corner, behind the truck, you'll find the Decoy Design Specs. Grab the design and head for the evacuation point.

001	033	065	097
002	034	066	098
003	035	067	099
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026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [054] SNAKE GEAR RETRIEVAL

**Mission Description:** Retrieve all the gear taken from Snake.

**Enemies:** 5

**Time Limit:** 6:00

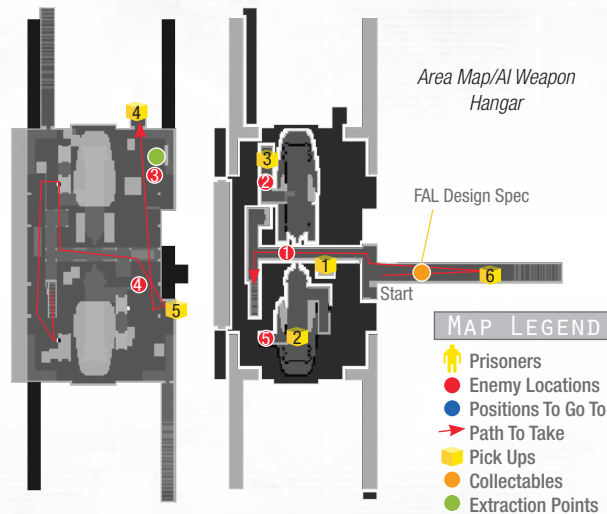
**Completion Unlock:** FAL Design  
Specs (Stage)

**Uniform:** Sneaking

## MISSION LOADOUT

Items	Weapons
—	Mk.22 Mod.0 (Hush Puppy)

At the start of the mission, move to position 1 on the map, then neutralize soldiers 1, 2, 3, and 4. From there immediately turn around and grab pickup 6 down the hallway directly behind your starting position. Now grab pickup 1, then move to position 2 and take down soldier 5. Head down the steps and climb the ladder to soldier 5's position and grab the third pickup. From here, move back down to the first floor and over to the other side of the room, then up the second ladder to soldier 2 and pickup 3's position. Head back down the ladder to pickups 4 and 5, then head to the extraction point.



## MAP LEGEND

- Prisoners
- Enemy Locations
- Positions To Go To
- Path To Take
- Pick Ups
- Collectables
- Extraction Points



001	033	065	097
002	034	066	098
003	035	067	099
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029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [055] U.S. SOLDIER RESCUE

**Mission Description:** Rescue the U.S. soldier.

**Enemies:** 40

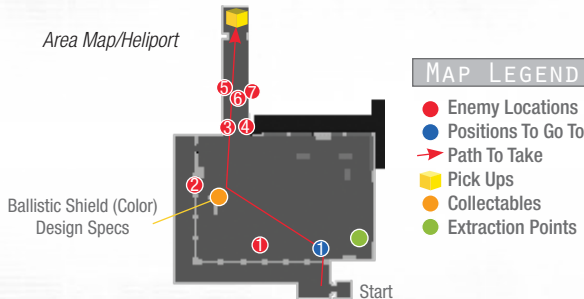
**Time Limit:** 4:00

**Completion Unlock:** Ballistic Shield (Color) Design Specs (Stage), Anti-tank Rifle Design 100% (Prisoner), M16A1(GL + laser) Design Specs (S Rank required)

**Uniform:** Sneaking

### MISSION LOADOUT

Items	Weapons
Fulton Recovery System	Mk.22 Mod.0 (Hush Puppy)



At the start of the mission, move to position 1 on the map and neutralize targets 1, 2, 3, and 4. From there grab the "Ballistic Shield (Color) Design" at pickup 1. From here, you'll need to deactivate the bombs out in front of the blast door leading to the prisoner. Hug the left wall and move behind bomb 5. Use the action button to deactivate the bombs, then move to the blast door. Press up repeatedly on the direction pad to lift the door to gain access to the prisoner. Secure the prisoner, then move through the blast door and out to the extraction location.

## [056] ONE SHOT

**Mission Description:** Defeat all enemy soldiers and unmanned weapons with a single bullet.

**Enemies:** 5

**Time Limit:** 5:00

**Completion Unlock:** None

**Uniform:** Sneaking

### MISSION LOADOUT

Items	Weapons
—	—

**Area Map/Los Cantos:** Canyon

No matter what weapon you choose for your loadout, you will always get the same weapon. So the trick to this mission is to wait until both kidnapper drones are stopped on either side of the middle barrel. When the kidnapper drones are killed, they explode and detonate the barrels on the left and the right sides. It may take up to a minute or more for the drone paths to sync up, so be patient and shoot the middle barrel once the two drones are in position. If you miss hitting a drone with the center barrel, you will fail the mission, so take your time and make your only shot count.

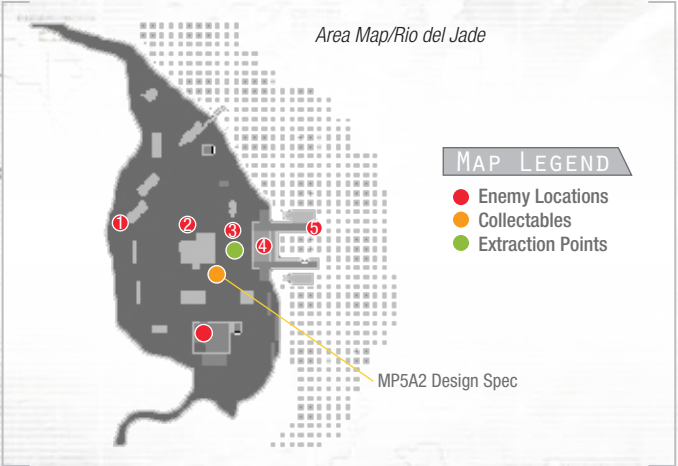
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [057] PAPARAZZI

**Mission Description:** Take a photo of the commander.  
**Enemies:** 6  
**Time Limit:** 5:00  
**Completion Unlock:** MP5A2 Design Specs (Stage),  
Four-Star Chef (Prisoner)  
**Uniform:** Sneaking

### MISSION LOADOUT

Items	Weapons
Camera	Mk.22 Mod.0 (Hush Puppy)



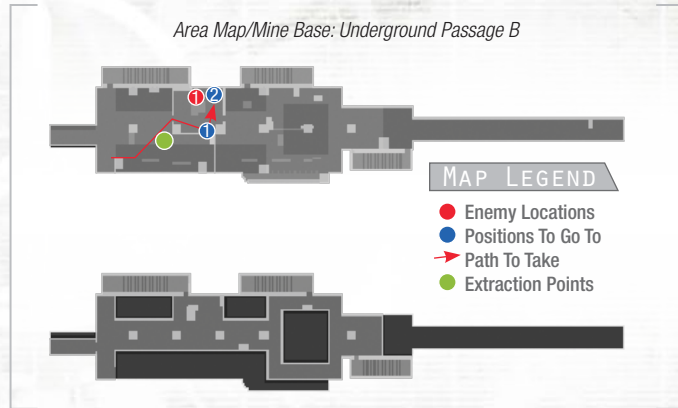
From your starting position, take out enemies 1, 2, 3, and 4. The commander that you need to take a photo of is located at the end of the dock, marked as target 5. His back is turned to you, so you'll be able to get fairly close without him noticing. Wait until he puts his gun over his head and starts doing squats, then snap the photo. Once the photo is captured, head to the extraction zone directly outside the building.

## [058] PAPARAZZI

**Mission Description:** Take a photo of the commander.  
**Enemies:** 1  
**Time Limit:** 5:00  
**Completion Unlock:** M700 Design Specs  
**Uniform:** Sneaking

### MISSION LOADOUT

Items	Weapons
Camera	Mk.22 Mod.0 (Hush Puppy)



From your starting position, jump off the ledge onto the crate directly in front of you, then move to position 1. Wait until the commander enters the room and begins doing squats, then sneak up behind him to position 2 and capture the photo. Move back to position 1 and wait for him to exit the room, then move to the extraction location directly outside the door you came in.

001	033	065	097
002	034	066	098
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028	060	092	124
029	061	093	125
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032	064	096	128

[059] PAPARAZZI

**Mission Description:** Take a photo of the spirit

**Enemies:** 1

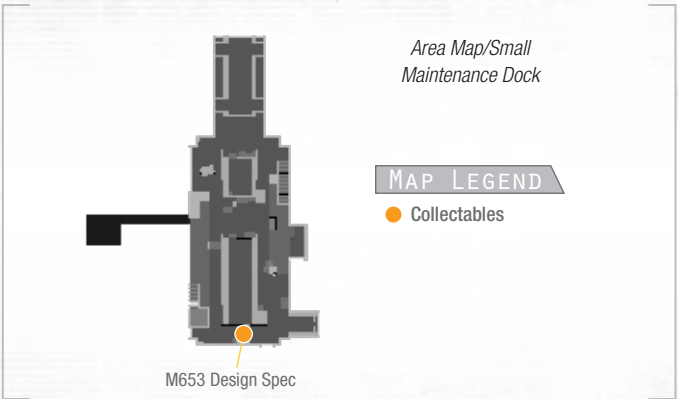
**Time Limit:** None

**Completion Unlock:** M653 Design Specs (Stage)

**Uniform:** Sneaking

MISSION LOADOUT

Items	Weapons
Camera	Mk.22 Mod.0 (Hush Puppy)
Sonic Eye	—



The key to this mission is using the Sonic Eye in conjunction with the camera. Equip the Sonic Eye and move near the location of the sonic pulses. Quickly equip the Camera and get ready to snap a picture once the ghost comes in range. Once you capture an image of the ghost, it will disappear and you're free to head to the extraction location. If you don't have the Sonic Eye, the ghost hangs out roughly around the entrance to the hallway up the stairs on the opposite side of the room.

[060] DEAD MAN'S TREASURE

**Mission Description:** Retrieve all the items.

**Enemies:** 5

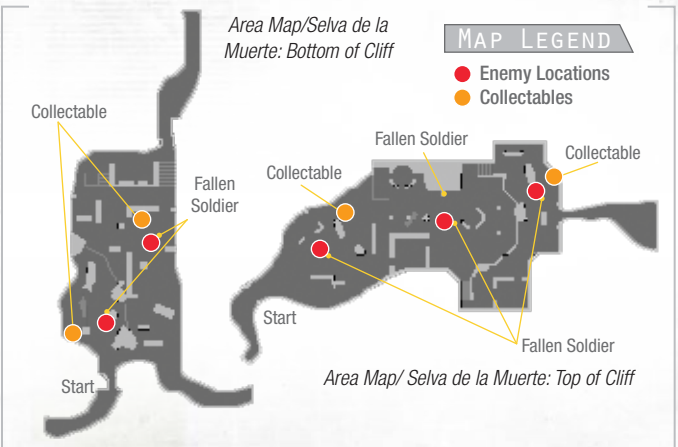
**Time Limit:** 12:00

**Completion Unlock:** Five-Star Chef (Fallen Soldier)

**Uniform:** Sneaking

MISSION LOADOUT

Items	Weapons
Sonic Eye	Mk.22 Mod.0 (Hush Puppy)



The key to this mission is finding the fallen soldier's body and performing CPR on him to eliminate the circling ghost. Each item has a ghost nearby and each ghost has a body nearby. This mission is very simple if you have the Sonic Eye. Equip it and move to the fallen soldier's location while avoiding the ghost, then perform CPR and grab the item. If you don't have the Sonic Eye, then you'll need to locate a fallen soldier and inch closer to the body until the ghost becomes visible. Once you can see the ghost, follow the above steps.



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028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [061] DEAD MAN'S TREASURE

**Mission Details:** Retrieve all the items.

**Enemies:** 5

**Time Limit:** 12:00

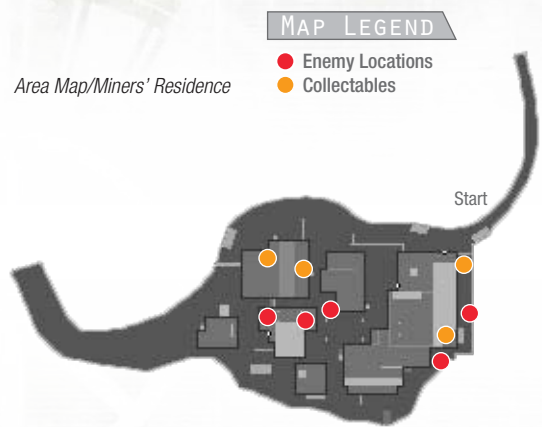
**Completion Unlock:** Stench Uniform (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Sonic Eye	Mk.22 Mod.0 (Hush Puppy)

If you have the Sonic Eye, finding the four items is simple. However, it's best to eliminate the ghosts near each item first. There are two ghosts on the far east side of the map. Sneak in from the south and perform CPR on the two downed soldiers to remove the ghosts from this area. The first item is located in the narrow alley behind the large building. But the second item is on the roof of the building. Using one of the ladders, climb to the roof, then drop off the northeast side and shimmy south until you can reach the second item. The final two items are on the rooftop to the northwest. Before trying to retrieve these items, eliminate the three remaining ghosts by perform CPR on the downed soldiers. Once the area is clear, climb the ladder on the west side of the central structure. From this rooftop, turn north and perform a dive roll to reach the neighboring rooftop. Grab the two remaining items on this roof then make your way to the extraction point to the west.



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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[062] DEAD MAN’S TREASURE

**Mission Details:** Retrieve all the items.  
**Enemies:** 6  
**Time Limit:** 14:00  
**Completion Unlock:** SPAS-12 Design Specs, Neo Moss Uniform (Stage), M202A1 Design Specs (S Rank required)  
**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
Sonic Eye	Mk.22 Mod.0 (Hush Puppy)

Area Map/Camino de Lava: Hillside

Collectable

Myouter Soldier

Area Map/Camino de Lava: Junction

Collectable

Myouter Soldier

Area Map/Cafetal Aroma Encantado: Entrance

Myouter Soldier

Collectable

Area Map/Cafetal Aroma Encantado: Mill

Myouter Soldier

Collectable

MAP LEGEND

- Enemy Locations
- Collectables

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

The key to this mission is finding the fallen soldier's body and performing CPR on him to eliminate the circling ghost. Each collectable has a ghost nearby and each ghost has a body nearby. This mission is very simple if you have the Sonic Eye. Equip it and move to the fallen soldier's location while avoiding the ghost, then perform CPR and grab the collectable. If you don't have the Sonic Eye, then you'll need to locate a fallen soldier body and inch closer to it until the ghost becomes visible. Once you can see the ghost, follow the above steps.

## [063] POOYAN MISSION

**Mission Details:** Shoot down Fulton Recovery balloons to prevent soldiers from being abducted.

**Enemies:** 31

**Time Limit:** None

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	M37 (Shotgun)

**Area Map/Los Cantos:** Canyon

On this mission, it's best to use the M37. You'll still be able to hit the long-range targets, and it gives you a bit more flexibility with aiming. Make sure that you shoot the balloons that are the highest in the sky, then work your way down. It's easiest if you listen for the spawn sound so that you know how many balloons are being spawned at one time to help keep track of your targets. Also, reload often! You don't want to get caught having to reload when a fast balloon spawns high in the sky.

## [064] POOYAN MISSION

**Mission Details:** Shoot down Fulton Recovery balloons to prevent soldiers from being abducted.

**Enemies:** 14

**Time Limit:** None

**Completion Unlock:** Fulton Sleep Gas Mine  
Design Specs

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	RK47 (Assault Rifle)

**Area Map/Isla del Monstruo**

On this mission, it's best to use an assault rifle like the RK47 or a sniper rifle like the M21. You'll need to hit some fast targets at very long range, so you'll need the extra range as well as the larger clip size. Set your focus on the first balloon, then slowly move your crosshairs to the next balloon. The balloons come fast and they're very close together, so you shouldn't need to move around too much. Reload often!

## [065] POOYAN MISSION

**Mission Details:** Shoot down Fulton Recovery balloons to prevent soldiers from being abducted.

**Enemies:** 33

**Time Limit:** None

**Completion Unlock:** WA2000 Design Specs  
(S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
—	RK47 (Assault Rifle)

**Area Map/Isla del Monstruo**

On this mission, it's best to use an assault rifle like the RK47 or a sniper rifle like the M21. You'll need to hit some fast targets at very long range, so you'll need the extra range as well as the larger clip size. Set your focus on the first balloon, then slowly move your crosshairs to the next balloon. The balloons come fast and they're very close together, so you shouldn't need to move around too much. Reload often!



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[066] MISSILE INTERCEPT MISSION

**Mission Details:** Shoot down enemy missiles.  
**Time Limit:** None  
**Enemies:** 0  
**Completion Unlock:** M16A1(SGL + laser)  
Design Specs (S Rank required)  
**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
—	RK47

Area Map/Mother Base: Deck

At the start of the mission, missiles will launch from the deck of the two ships directly in front and to the left of your starting position. It's best to use an assault rifle like the RK47 to pick the missiles out of the sky. Target directly above the left ship's deck and try to pick off each missile as it launches. If the missiles are close enough, when they explode they will destroy any nearby missiles. After the sixth wave, missiles will start to launch from the ship directly in front of your starting position. Try to eliminate the missiles as they launch from the deck of each ship or at the peak of their arc, where you have a good chance at taking other missiles out. Waiting until the missiles hit the deck is risky, but they land close together, so you have a higher chance of taking out multiple missiles at once. Make sure to reload after each wave and try to fire in bursts of three rounds to conserve ammo so you don't have to reload during a missile strike. You can destroy each missile from your starting position, so don't move around too much.

[067] DATE WITH PAZ

**Mission Details:** Go on a date with Paz.  
**Time Limit:** None  
**Enemies:** 0  
**Completion Unlock:** Amanda Uniform (S Rank required)  
**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
Love Box	—

The goal in this mission is to raise Paz's Affinity by talking to her with the CO-OPS COMM options. When you say something she likes, a heart icon appears above her head. When you're finished talking, equip the Love Box. Once Paz climbs inside to join you, the mission is complete. Your success depends largely on how much you've increased Paz's Affinity before hopping in the Love Box. For best results, raise Paz's Affinity to 200. For more information on this mission, see the Secrets section at the back of the guide.

Area Map/Playa del Alba



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
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016	048	080	112
017	049	081	113
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021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [068] DATE WITH KAZ

**Mission Details:** Go on a date with Kaz.

**Time Limit:** None

**Enemies:** 0

**Completion Unlock:** Patriot Design Specs (Stage),  
Miller Uniform (S Rank required)

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Love Box	—

This mission plays out almost identically as the Date with Paz. Once again, the goal here is to raise Kaz's Affinity before equipping the Love Box. Use the CO-OPS COMM options to raise Kaz's Affinity. For more information on this mission, see the Secrets section at the back of the guide.

Area Map/Playa del Alba



## [069] ARMORED VEHICLE BATTLE: BTR-60 PA

**Mission Details:** Neutralize  
the enemy armored vehicle.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M60
—	RPG2
—	Smoke Grenade
—	C4
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the armored vehicle battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, crouch and move to the left of the road and behind the pile of wood at the top of the hill. Use a Support Supply Marker by the fence so that you have an ammo stash to reload your RPG. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Only throw one down at your feet, then stand in the center of it and drop another before the first dissipates. Now use the RPG2 and aim for the gas tanks on the back of the vehicle, using the wood pile as a barrier. When the tank offloads more soldiers, hit the center of the tank with a rocket to eliminate the soldiers coming out. Step out and shoot a rocket, then step back behind the barrier while reloading. Once you've run out of ammo, grab the ammo stash next to the fence, then continue your assault. At any point, if you run out of ammo or get approached by soldiers, use the M60 and Grenades to finish the job.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
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021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [070] ARMORED VEHICLE BATTLE: BTR-60 PA CUSTOM

**Mission Details:** Neutralize the enemy armored vehicle.

**Time Limit:** None

**Enemies:** 36

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M60
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the armored vehicle battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, crouch and move to the left of the road and behind the pile of wood at the top of the hill. Use a Support Supply Marker by the fence so that you have an ammo stash to reload your RPG. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Only throw one down at your feet, then stand in the center of it and drop another before the first dissipates. Now use the RPG2 and aim for the gas tanks on the back of the vehicle, using the wood pile as a barrier. When the tank offloads more soldiers, hit the center of the tank with a rocket to eliminate the soldiers coming out. Step out and shoot a rocket, then step back behind the barrier while reloading. Once you've run out of ammo, grab the ammo stash next to the fence, then continue your assault. At any point, if you run out of ammo or get approached by soldiers, use the M60 and Grenades to finish the job.

## [071] ARMORED VEHICLE BATTLE: BTR-60 PB

**Mission Details:** Neutralize the enemy armored vehicle.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M60
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the armored vehicle battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, crouch and move to the left of the road and behind the pile of wood at the top of the hill. Use a Support Supply Marker by the fence so that you have an ammo stash to reload your RPG. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Only throw one down at your feet, then stand in the center of it and drop another before the first dissipates. Now use the RPG2 and aim for the gas tanks on the back of the vehicle, using the wood pile as a barrier. When the tank offloads more soldiers, hit the center of the tank with a rocket to eliminate the soldiers coming out. Step out and shoot a rocket, then step back behind the barrier while reloading. Once you've run out of ammo, grab the ammo stash next to the fence, then continue your assault. At any point, if you run out of ammo or get approached by soldiers, use the M60 and Grenades to finish the job.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
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023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [072] ARMORED VEHICLE BATTLE: BTR-60 PB CUSTOM

**Mission Details:** Neutralize the enemy armored vehicle.

**Time Limit:** None

**Enemies:** 36

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M60
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the armored vehicle battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, crouch and move to the left of the road and behind the pile of wood at the top of the hill. Use a Support Supply Marker by the fence so that you have an ammo stash to reload your RPG. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Only throw one down at your feet, then stand in the center of it and drop another before the first dissipates. Now use the RPG2 and aim for the gas tanks on the back of the vehicle, using the wood pile as a barrier. When the tank offloads more soldiers, hit the center of the tank with a rocket to eliminate the soldiers coming out. Step out and shoot a rocket, then step back behind the barrier while reloading. Once you've run out of ammo, grab the ammo stash next to the fence, then continue your assault. At any point, if you run out of ammo or get approached by soldiers, use the M60 and Grenades to finish the job.

## [073] ARMORED VEHICLE BATTLE: LAV-TYPE G CUSTOM

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	M60 (Armor Piercing)
Great Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

This is an extremely difficult battle, so go in with your highest ranking weapons and plenty of recovery items. Destroying the vehicle without harming the escorts is tough. So if you want to get through this mission fast, take out all the escorts. A machine gun with armor-piercing capability is great for punching through their body armor and helmets. But be careful because most of these guys are armed with rocket launchers; don't stay in one spot too long. Once you've taken care of the escorts, target the vehicle with your missile launchers. The weak spots are the red fuel tanks on the side and the red piece of armor on the front of the turret. Be prepared to spend a long time hitting this vehicle over and over with your strongest weapons. The captain won't appear until you take the vehicle's health down to two bars. At this point, gun for the captain to complete the mission and claim the LAV-Type G Custom for your arsenal.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
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017	049	081	113
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019	051	083	115
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022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[074] ARMORED VEHICLE BATTLE: LAV-TYPE C

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	M60 (Armor Piercing)
Great Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

Area Map/Bananal Fruta de Oro: Farm

This is another difficult mission to complete without killing everyone. So if you want to get through it as fast as possible, go in with guns blazing. Eliminate all the escorts first, then attack the vehicle. The captain won't show himself until the vehicle's health is down to four bars. Once the captain appears, take him out with the machine gun to complete the mission. Of course, this method won't do wonders for your Heroism score, but you'll complete the mission. If you want a higher score, go in with an Mk.22 and tranquilize the escorts, then destroy the vehicle while they're sleeping. The LAV-Type C isn't particularly tough to destroy, but it's easiest with rank 4 weapons. Also, remember to target the red fuel tanks on the side to maximize the damage.

[075] ARMORED VEHICLE BATTLE: LAV-TYPE C CUSTOM

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 36

**Completion Unlock:** M134 Gatling Gun Design Specs (S Rank required)

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker
Night Vision Goggles	Support Strike Marker
—	Smoke Grenade

Area Map/Bananal Fruta de Oro: Farm

If you want to earn an S clear rank in this battle, you'll need to minimize casualties. That means tranquilizing the four original escorts and destroying the vehicle. As long as the four original escorts remain asleep, the reinforcements won't arrive. However, you'll need to monitor these escorts throughout the battle and continually pump them with tranquilizer rounds to keep them down. As for the vehicle, it's a beast. In addition to its standard machine gun, the armored vehicle is also equipped with a cannon capable of firing explosive rounds, much like a tank. This makes it extremely dangerous. Plus it has incredibly thick armor. Your best shot at knocking it out quickly is to hit the red fuel tanks on the sides or the red piece of armor on the front of the turret. But even when targeting these weak spots, it will take a long time to deplete the vehicle's health. So use the most powerful missile launchers in your arsenal—don't even attempt it with anything less than rank 4. Anti-tank Mines also can be effective, temporarily causing the vehicle to stop moving and shooting. This gives you time to score some easy hits on the weak spots or plant a Support Strike Marker nearby for an artillery strike. If you manage to complete the mission with an S clear rank, you earn the design specs for the M134 Gatling Gun, one of the most devastating weapons in the game. So this battle is well worth the trouble, even if you have to play it several times to get those design specs.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
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017	049	081	113
018	050	082	114
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021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [076] TANK BATTLE: T-72U

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot.

## [077] TANK BATTLE: T-72U CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
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011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [078] TANK BATTLE: T-72A

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot.

## [079] TANK BATTLE: T-72A CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** S Rank: EM Wave

**Uniform:** Battle Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot. If you're going for an S Rank on this mission, then you're going to need to smash the tank. Grab your strongest rocket launchers and focus all your attention on the gas canisters at the tank's rear.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
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017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [080] TANK BATTLE: KPZ 70

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot.

## [081] TANK BATTLE: KPZ 70 CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Strike Marker
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [082] TANK BATTLE: MBTK-70

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot.

## [083] TANK BATTLE: MBTK-70 CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** Electromagnetic Net Design Specs

**Uniform:** Battle Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, immediately run to the sign to the left of the road, crouch, then drop C4 at your feet. From there, run to the left of the road and behind the pile of wood at the top of the hill. Use the Support Supply Marker by the fence so that you have an ammo stash to reload your M37. Wait for the patrol to pause on top of your C4, then detonate it. This should kill all the patrolling soldiers. Drop a Smoke Grenade at your feet, then equip your Night Vision Goggles. On this mission, it's important to conserve your Smoke Grenades. It's a long fight and you're going to need all of them. Throw one down at your feet, then stand in the center of it and drop another before the first dissipates. If you keep the smoke down, you will remain undetected and the tank will not fire its cannon at your position. Now use the M37 and take out all enemy soldiers in the area, using the wood pile as a barrier. Once you've eliminated all the patrolling guards, the tank driver will pop his head out to have a look around. Load the RPG7 and take him out the second you have a free shot. If you're going for an S Rank on this mission, then you're going to need to smash the tank. Grab your strongest rocket launchers and focus all your attention on the gas canisters at the tank's rear.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [084] ATTACK CHOPPER BATTLE: MI-24A

**Mission Details:** Neutralize the enemy chopper.**Time Limit:** None**Enemies:** 28**Completion Unlock:** None**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	C4
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

## [085] ATTACK CHOPPER BATTLE: MI-24A CUSTOM

**Mission Details:** Neutralize the enemy chopper.**Time Limit:** None**Enemies:** 28**Completion Unlock:** None**Uniform:** Sneaking Suit

## MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
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021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[086] ATTACK CHOPPER BATTLE: MI-24D

**Mission Details:** Neutralize the enemy chopper.  
**Time Limit:** None  
**Enemies:** 28  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

MISSION LOADOUT	
Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

[087] ATTACK CHOPPER BATTLE: MI-24D CUSTOM

**Mission Details:** Neutralize the enemy chopper.  
**Time Limit:** None  
**Enemies:** 36  
**Completion Unlock:** None  
**Uniform:** Sneaking Suit

MISSION LOADOUT	
Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [088] ATTACK CHOPPER BATTLE: AH56A-BOMBER

**Mission Details:** Neutralize the enemy chopper.

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

## [089] ATTACK CHOPPER BATTLE: AH56A-BOMBER

**Mission Details:** Neutralize the enemy chopper.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

**Area Map/Bananal Fruta de Oro:** Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.



MSF TRAINING

MAIN OPS

EXTRA OPS MISSIONS:

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
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019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

QUICK REFERENCE

## [090] ATTACK CHOPPER BATTLE: AH56A-BOMBER

**Mission Details:** Neutralize the enemy chopper.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/Bananal Fruta de Oro: Farm

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

## [091] ATTACK CHOPPER BATTLE: AH56A-BOMBER

**Mission Details:** Neutralize the enemy chopper.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/El Cadalso

Many of the helicopter battles employ the same strategy; the following tactics work for these encounters.

At the start of the mission, run inside the big metal building to the right of the map for cover. Equip the Night Vision Goggles, then throw smoke outside the far door. Move into the smoke cloud, just outside the door, then use the M37 to eliminate the patrolling guards. Move back into the building, then repeat the same tactic until all the guards are dead. Once you've eliminated all the guards, the commander will reveal himself. Take the RPG7 and, from inside a cloud of smoke, launch a well-placed missile at the commander. You'll take him down fairly quickly and complete the mission.

## [092] TANK BATTLE: T-72U CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/El Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [093] TANK BATTLE: T-72A

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/EI Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.

## [094] TANK BATTLE: T-72A CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/EI Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.

001	033	065	097
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003	035	067	099
004	036	068	100
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013	045	077	109
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016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[095] TANK BATTLE: KPZ 70

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

Area Map/El Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.

[096] TANK BATTLE: KPZ 70 CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Sneaking Suit

MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

Area Map/El Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [097] TANK BATTLE: MBTK-70

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/EI Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.

## [098] TANK BATTLE: MBTK-70 CUSTOM

**Mission Details:** Neutralize the enemy tank.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** Carl Gustav (Fulton) Design Spec

**Uniform:** Sneaking Suit

### MISSION LOADOUT

Items	Weapons
Night Vision Goggles	M37
—	RPG7
—	Smoke Grenade
—	Support Supply Marker

### Area Map/EI Cadalso

Many of the tank battles employ the same strategy; the following tactics work for these encounters.

From the start of the mission, move into the building across the yard and throw a Smoke Grenade right in front of the train parked inside to the left. Move into the smoke and eliminate the soldiers patrolling with the tank. After they've been eliminated, move farther inside the building and crouch behind the same parked train up against the far wall. Throw Smoke Grenades at your feet and eliminate the guards as they enter the building. Keeping smoke at your feet will ensure that you do not get detected, forcing the commander to pop out of the tank once his backup has been depleted. Once all the soldiers have been eliminated and the commander has appeared, shoot the RPG7 at the commander to end the level.

EXTRA OPS  
MISSIONS:

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [099] ARMORED VEHICLE BATTLE: BTR-60PA

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	Carl Gustav M2
Mate Tea	Stun Grenade
Lime Soda	Support Supply Marker

If a vehicle is destroyed before its captain shows himself, you are not penalized for killing him.

TIP

## Area Map/EI Cadalso

As in all vehicle battles, there are two ways to go about this one, depending on your goal. If you want to capture the vehicle, then attack aggressively, mowing down all 28 escorts with a machine gun before capping the vehicle's captain. But if you want to clear the mission with a high Heroism score, you'll need to neutralize most of the escorts through non-lethal means. Start by putting the escorts to sleep with the Mk.22 then proceed to pound the BTR-60PA with the missile launcher, targeting the red fuel tanks on the back to inflict optimal damage. As long as the escorts remain asleep on the ground, you can destroy the vehicle without reinforcements arriving.

## [100] ARMORED VEHICLE BATTLE: BTR-60PA CUSTOM

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 36

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

## Area Map/EI Cadalso

This is a very tough battle. Not only are there 36 escorts, but they're top-notch soldiers with very heavy body armor. To make matters worse, the armor on this custom variant of the BTR-60PA is very thick. The easiest and quickest way to complete this battle is by mowing down all the escorts, then damaging the vehicle until the captain comes out. But if you want to avoid killing all the escorts, then tranquilize the four escorts at the start and start pounding away at the vehicle's red fuel tanks with the missile launcher. But your weapon won't do much damage to this vehicle unless it's rank 4 or higher. Anti-tank Mines can be effective here, too, but just make sure you're not under fire while placing them. When the vehicle hits a mine, it becomes immobilized for a few seconds, giving you the chance to strike without fear of retaliation.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [101] ARMORED VEHICLE BATTLE: BTR-60PB

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.**Time Limit:** None**Enemies:** 28**Completion Unlock:** None**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

## Area Map/El Cadalso

There are 28 escorts to contend with in this battle, so there's no possible way you can use the Fulton to get them off the map. It's best to tranquilize the first four escorts, then attack the vehicle with a missile launcher and Anti-tank Mines, targeting the red fuel tanks on the back as frequently as possible. As the escorts sleep on the ground, hit them with additional tranquilizer rounds to prolong their slumber. The more "Z" icons above their heads, the deeper their sleep. Keeping these escorts asleep prevents new reinforcements from arriving. This gives you the chance to destroy the enemy vehicle. But if you want to add the BTR-60PB to your arsenal, it's easiest to kill all the escorts then tranquilize the captain.

If the vehicle runs over the sleeping escorts, you won't be penalized for their deaths. However, whenever an escort dies, it clears the path for reinforcements, so stay alert.

**CAUTION**

## [102] ARMORED VEHICLE BATTLE: BTR-60PB CUSTOM

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.**Time Limit:** None**Enemies:** 36**Completion Unlock:** None**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

## Area Map/El Cadalso

Your best bet for completing this mission is to simply destroy the vehicle. Start off by dropping Anti-tank Mines around the map, then pump the four escorts full of tranquilizer rounds. Once the escorts are all asleep, target the vehicle with the missile launcher, striking the red fuel tanks on the back as frequently as possible. But if you want to claim the vehicle for yourself, simply mow down all 36 escorts—an armor-piercing machine gun is most effective in this endeavor. Once the escorts are eliminated, damage the vehicle until the captain shows himself, then either kill or tranquilize him to complete the mission.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [103] ARMORED VEHICLE BATTLE: LAV-TYPE G

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	LAW
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

### Area Map/EI Cadalso

This vehicle is identical to the one you encountered in Main Ops 04 and is the weakest of the armored vehicles. However, the escorts in this battle are all armed with missile launchers. So it's important to either put them all to sleep or simply mow them down. Once the escorts are out of your way, target the vehicle by striking the red fuel tanks on the sides. It's much easier (and faster) to destroy this vehicle than it is to capture it. If you really want an LAV-Type G, replay the Main Ops 04 mission, where you face far fewer escorts.

## [104] ARMORED VEHICLE BATTLE: LAV-TYPE G CUSTOM

**Mission Details:** Destroy the vehicle or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** None

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Lime Soda	Support Supply Marker

### Area Map/EI Cadalso

Like the other custom vehicle variants, this one is black and has much thicker armor than the standard LAV-Type G. Therefore, it's recommended to enter this mission with a rank 4 missile launcher or higher. The red fuel tanks on the side are still the weak spot, so try to target these areas as frequently as possible—even your machine gun can inflict heavy damage by targeting these tanks. As usual, start the battle by eliminating the escorts, then focus on the vehicle. Try to tranquilize the first four escorts and keep them sleeping throughout the battle while you pick apart the vehicle with your heavy weapons. Remember, if you destroy the vehicle, all the escorts with surrender, ending the battle.



001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [105] ATTACK CHOPPER BATTLE: MI-24A CUSTOM

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 36

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	XFIM-92A
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

## [106] ATTACK CHOPPER BATTLE: MI-24D

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	FIM-43
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

## Area Map/Catarata de la Muerte

The customized Mi-24A in this mission is covered in much thicker armor than the variant you faced in Main Ops 12. This makes it extremely tough to shoot down, even with the highest ranking missile launchers. You're better off avoiding the chopper's attacks and taking out the escorts, preferably with an armor-piercing machine gun. The chopper occasionally drops off reinforcements, but enemy troops also attack from the passage to the south, so watch your back. Once all the enemy soldiers are eliminated, the chopper's commander shows himself. Target the chopper's cockpit with your machine gun or missile launcher to kill the commander and claim a partially used Mi-24A (C) for your arsenal back at Mother Base.

## Area Map/Catarata de la Muerte

If you're careful, you can complete this mission without killing anyone. Start by tranquilizing the four escorts, then attack the chopper with your missile launcher and machine gun. To maximize damage, target the red fuel tanks on the chopper's wings. Hitting the tail rotor also inflicts heavy damage. But don't forget the sleeping escorts. They'll eventually wake up and attack. But all it takes is one more hit with the Mk.22 to put them back to sleep. As long as the original four escorts are snoozing on the map, reinforcements won't arrive, allowing you to dedicate your time and firepower to shooting down the chopper.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[107] ATTACK CHOPPER BATTLE: MI-24D CUSTOM

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 36

**Completion Unlock:** M202A1 Design Specs (S Rank required)

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	XFIM-92A
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

Area Map/Catarata de la Muerte

Like the other custom vehicles, this chopper is extremely difficult to destroy, even with the most powerful weapons. Therefore, you're better off clearing out all the escorts with an armor-piercing machine gun. As in previous battles, some of the reinforcements are dropped off by the chopper and others appear from the path to the south. So keep your head on a swivel to avoid being flanked. After eliminating a wave of troops, use a Support Supply Marker to stock up on ammo and recovery items before the next group of reinforcements arrives. Keep it up until all 36 enemy soldiers are eliminated. Next, wait for the chopper's captain to show himself, then shoot him to complete the mission. Adding the chopper to your arsenal is a nice prize for surviving this tough battle. But these tactics won't earn you the M202A1 design specs. To earn an S Rank on this battle it's necessary to put the escorts to sleep with the Mk.22 then shoot down the chopper with your heavy weapons.

[108] ATTACK CHOPPER BATTLE: AH56A-BOMBER

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 20

**Completion Unlock:** None

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	XFIM-92A
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

Area Map/Catarata de la Muerte

This is another battle you can easily complete without killing anyone. Start by tranquilizing the four escorts clustered to the north. Keep tagging them with the Mk.22 until all four are asleep. Now go to work on the chopper, attacking aggressively with your machine gun and missile launcher. Like the Mi-24 choppers, this one is equipped with two red fuel tanks, one on each wing. Blow up the fuel tanks to inflict heavy damage. While attacking the chopper, don't forget to monitor the snoozing soldiers. Return to the north to hit each with a tranquilizer round to prevent them from waking up, then resume your attack on the chopper. It doesn't take much to shoot this one down, so keep up the pressure until it crashes.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [109] ATTACK CHOPPER BATTLE: AH56A-BOMBER CUSTOM

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.**Time Limit:** None**Enemies:** 28**Completion Unlock:** None**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	XFIM-92A
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

## Area Map/Catarata de la Muerte

This is another tough vehicle battle featuring a heavily armored chopper backed up by equally scary ground troops. But it's possible to put the original four escorts to sleep with the Mk.22, preventing reinforcements from arriving. While the escorts sleep, target the chopper with the machine gun and missile launcher. Enter this battle with the highest ranking weapons you own, otherwise it will take a very long time to shoot down the chopper. Also, continually monitor the sleeping escorts. Shoot them each once again to prolong their slumber. Meanwhile, keep hammering the chopper with your heavy weapons until its health is completely depleted. This is the best way to complete the mission without killing anyone.

## [110] ATTACK CHOPPER BATTLE: AH56A-RAIDER

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.**Time Limit:** None**Enemies:** 20**Completion Unlock:** None**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	XFIM-92A
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

## Area Map/Catarata de la Muerte

The AH56A-Raider performs much like the Mi-24 choppers—it's armed with rockets and a chain gun. So you don't have to worry about bombs dropping on your head. But before targeting the chopper, put the four original escorts asleep with the Mk.22. Once they're down, unleash fury on the chopper, hitting it repeatedly with missiles and machine gun fire. Monitor the sleeping soldiers throughout the battle and make sure they stay asleep by hitting them with the Mk.22. Place Support Supply Markers as necessary to stock up on ammo and recovery items during your assault on the chopper. Keep up the attack until it crashes to complete the mission with no kills.

001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [111] ATTACK CHOPPER BATTLE: AH56A-CUSTOM

**Mission Details:** Destroy the chopper or neutralize the enemy soldiers to complete the mission.

**Time Limit:** None

**Enemies:** 28

**Completion Unlock:** M47 Design Specs (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	M60 (Armor Piercing)
Tortilla Chips	XFIM-92A
Mate Tea	Aerial Mine
Lime Soda	Support Supply Marker

### Area Map/Catarata de la Muerte

The elite escorts in this battle are extremely difficult to tranquilize because of their heavy body armor. Plus, once tranquilized, they don't sleep very long. So unless you want to babysit these guys throughout the entire battle with your Mk.22, consider mowing them down with an armor-piercing machine gun. Of course, this means gunning down all the reinforcements, too—they arrive via the southern path. Once you've eliminated all the enemy soldiers, target the chopper's captain and take him out to complete the mission. But if you want to earn the M47 design specs, you'll need to go easy on the escorts by tranquilizing them and shooting down the chopper before the captain pokes his head out of the cockpit.

## [112] AI WEAPON BATTLE: PUPA TYPE II

**Mission Details:** Destroy the Pupa or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	PKM
Great Curry	LAW
Tortilla Chips	Carl Gustav M2
Mate Tea	Support Supply Marker
Lime Soda	—

### Area Map/Crater Base

Remember the first time you fought the Pupa in Main Ops 10? Well, this battle is almost identical, taking place in the same bowl-shaped arena in the Crater Base. Only this time, your weapons do far less damage to the AI weapon. But by now you should own more powerful weapons than you did in the first encounter, helping offset the difficulty. Go into this mission with a machine gun and a couple missile launchers, and keep pounding the Pupa's AI pod. Stay near the sides of the bowl and take cover in the ladder recesses as necessary. When the Pupa deploys its lightning rods, be sure to eliminate all the mine-like devices around you to avoid getting shocked by the ensuing lightning attack. Once you've secured a safe spot, you can use this time to score some easy hits on the AI pod. Keep up the attack until the Pupa's health is depleted, then blast your way into the AI pod and start yanking memory boards until the mission is complete.



While playing Extra Ops 112-117, look for Paz's Diary tapes inside each AI pod. While moving inside the AI pod, a "I" icon briefly appears, prompting you to press the action button. There are 10 diary tapes, so you'll need to play some of these missions more than once to retrieve them all.





001	033	065	097
002	034	066	098
003	035	067	099
004	036	068	100
005	037	069	101
006	038	070	102
007	039	071	103
008	040	072	104
009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
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016	048	080	112
017	049	081	113
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019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [113] AI WEAPON BATTLE: PUPA CUSTOM

**Mission Details:** Destroy the Pupa or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	MG3 (Armor Piercing)
Great Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Support Supply Marker
Lime Soda	Support Strike Marker

## Area Map/Crater Base

The Pupa returns in this battle, decked out in a fresh red paint job and heavier armor. Despite its more menacing appearance, the Pupa performs exactly the same attacks as in the previous battles. The only difference is that it takes much longer to deplete its health meter. As usual, focus your fire on its AI pod to inflict the most damage. Also, when the Pupa disappears from the floor, set a Support Strike Marker in the center of the arena. When the Pupa returns, wait for it to stop near the Support Strike Marker then call in an artillery strike. This can deal some serious damage. Once the Pupa's health is depleted, shoot your way inside the AI pod and help yourself to a variety of memory boards.

## [114] AI WEAPON BATTLE: CHRYSALIS TYPE II

**Mission Details:** Destroy the Chrysalis or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	PKM
Great Curry	FIM-43
Tortilla Chips	XFIM-92A
Mate Tea	Support Supply Marker
Lime Soda	Aerial Mine

## Area Map/AI Laboratory

Like the Chrysalis battle in Main Ops 15, it's best to enter this battle with at least one surface-to-air missile launcher such as the FIM-43 or the XFIM-92A. The best way to get the design specs for the powerful XFIM-92A is by winning Outer Ops mission 56, Eliminate the Armored Unit 02—it's only awarded 20 percent of the time, so replays may be necessary. If you're wearing the Battle Dress uniform, you can carry both of these powerful missile launchers and take the Chrysalis down in record time. As usual, wait for the missile launcher to attain a lock on the craft's AI pod, then fire. For best results, loiter in the southeast corner of the map, using the narrow passages for cover. Aerial Mines are also effective in this battle so don't forget to drop your full inventory around your area of operations. Once you've depleted its health, wait for it to land, then blow the hatch off its AI pod and climb inside to unplug memory boards.

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004	036	068	100
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009	041	073	105
010	042	074	106
011	043	075	107
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017	049	081	113
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019	051	083	115
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021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

[115] AI WEAPON BATTLE: CHRYSALIS CUSTOM

**Mission Details:** Destroy the Chrysalis or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** Railgun Design Specs (S Rank required)

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	MG3 (Armor Piercing)
Great Curry	FIM-43
Tortilla Chips	XFIM-92A
Mate Tea	Support Supply Marker
Lime Soda	Aerial Mine

Area Map/AI Laboratory

This version of the Chrysalis is red and much tougher than any you've faced before. While its attack patterns are identical, it will take you much longer to punch through the craft's thick armor. Repeated hits on the AI pod with the FIM-43 and XFIM-92A are your best bet at taking this craft down quickly. But watch out for the frequently deployed kidnapper drones. This time some of the drones perform suicidal attacks, crashing into you. So stay on the move or shoot down the drones as soon as they're deployed, blasting them with the machine gun. The drones distract you from shooting down the Chrysalis, so take them out as quickly as possible. As usual, hang out in the southeastern corner of the map, using the narrow passages for cover. This is also a good spot to request supply drops—you'll need a constant supply of fresh missiles to shoot down the Chrysalis. Once the Chrysalis has been damaged critically, shoot off its AI pod hatch and climb inside to grab a few memory boards. If you finish this battle quickly and earn an S rank, you will obtain the Railgun design specs, allowing you to develop two extremely powerful sniper rifles: the Railgun and the Railgun Dynamo.

[116] AI WEAPON BATTLE: COCOON TYPE II

**Mission Details:** Destroy the Cocoon or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	PKM
Great Curry	LAW
Tortilla Chips	Carl Gustav M2
Mate Tea	Support Supply Marker
Lime Soda	Support Strike Marker
—	Anti-tank Mine

Area Map/Mining Pit

This is a remix of the Cocoon battle from Main Ops 18, and the same tactics apply. This time, the Cocoon is more durable, requiring more hits to destroy. Start off by targeting the vents beneath the vehicle, blasting them at point-blank range with the machine gun. Stay beneath the Cocoon to take shelter from its explosive attacks, then look for opportunities to target the AI pod on top. When the Cocoon's health is down to one bar, climb one of the ladders on the side of the vehicle. But once on top, watch out for incoming missiles and chaingun attacks. Still, it's important to remain on the chassis until the Cocoon's health is depleted. At that point, climb the conning tower to reach its AI pod. Blow the hatch off the AI pod and climb inside to remove the weapon system's memory boards.

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002	034	066	098
003	035	067	099
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009	041	073	105
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011	043	075	107
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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [117] AI WEAPON BATTLE: COCOON CUSTOM

**Mission Details:** Destroy the Cocoon or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	MG3 (Armor Piercing)
Great Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Support Supply Marker
Lime Soda	Support Strike Marker
—	Anti-tank Mine

### Area Map/Mining Pit

There's nothing particularly more dangerous about this crimson Cocoon variant—it just takes a lot longer to kill. So go in with the most powerful weapons in your arsenal. Dash under the vehicle and target the vents first. While under it, drop a Support Supply Marker and call in a strike on the weapon's superstructure. Peek out from under the Cocoon long enough to target its AI pod, hitting it with the missile launchers. But be sure to take cover beneath the massive vehicle when it launches its main gun and hedgehog launchers. Monitor your ammo count and request supply drops as necessary to stock up on more missiles and recovery items. When the Cocoon only has one health bar left, climb the first ladder on the side and continue targeting the AI pod. Once its health is completely depleted, climb the second ladder to the top of the conning tower and blow open the AI pod hatch. Enter the AI pod and rip out as many memory boards as possible before the mission concludes.

## [118] AI WEAPON BATTLE: PEACE WALKER TYPE II

**Mission Details:** Destroy Peace Walker or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	PKM
Future Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Support Supply Marker
Zero Calorie Soda	Support Strike Marker

### Area Map/Runway

If you didn't think your first fight with Peace Walker was tough enough, consider taking it on again. This mission recreates the battle in Main Ops 25, when you confronted Peace Walker in its nuke-firing quadrupedal mode. With the exception of being tougher to kill, the battle plays out identically to your first encounter. On multiple occasions, Peace Walker enters nuclear-launch mode, giving you just one minute to respond. Quickly attack its AI pod to abort the launch. As you whittle away at Peace Walker's health, monitor your ammo. Consider calling in a supply drop before finishing it off because you'll still need considerable firepower to blow the hatch off the Reptile Pod at the end of the battle. This time, you can salvage Peace Walker's memory boards for use on Metal Gear ZEKE.

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003	035	067	099
004	036	068	100
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025	057	089	121
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027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
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# [119] AI WEAPON BATTLE: PEACE WALKER CUSTOM

**Mission Details:** Destroy Peace Walker or shut down the onboard AI to complete the mission.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** Infinity Bandana Design Specs (S Rank required)

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	MG3 (Armor Piercing)
Future Curry	M202A1
Tortilla Chips	Carl Gustav M2
Mate Tea	Support Supply Marker
Zero Calorie Soda	Support Strike Marker

## Area Map/Runway

This battle is insanely difficult, so make sure you have the time and firepower required to take down Peace Walker one final time. While Peace Walker's attacks remain the same, its new red armor makes it extremely difficult to kill. So don't even attempt this mission until you have a couple of rank 5 missile launchers. The weapon's AI pod is still the sweet spot to hit, but don't underestimate the effectiveness of the machine gun against Peace Walker's legs and leg joints. Also, don't forget to use the Support Strike Marker whenever Peace Walker is crawling out of the lake. Still, you'll spend most of your time dodging Peace Walker's attacks, so don't get greedy. Take evasive maneuvers as necessary to avoid the usual drill missiles, rockets, S-mines, and freeze beam. With some patience and persistence, you can eventually deplete Peace Walker's health. Just make sure you have enough ammo to blast your way into the Reptile Pod—otherwise, Peace Walker will recover part of its health, requiring you to continue the battle. Once you get in the Reptile Pod, claim some of Peace Walker's memory boards for yourself to complete the mission. The faster you kill Peace Walker, the higher your clear rank. Try to earn an S rank to obtain the design specs for the Infinity Bandana. When this item is equipped, you have infinite ammo, so it's a prize worth fighting for and will come in handy for earning S ranks in other boss battles.

# [120] METAL GEAR ZEKE—MOCK BATTLE

**Mission Details:** Fight a simulation battle to help the onboard AI collect performance data. Because this is a simulation, any damage dealt to the simulated ZEKE will not affect the real ZEKE.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:** None

**Uniform:** Battle Dress

## MISSION LOADOUT

Items	Weapons
Rations	MG3 (Armor Piercing)
Future Curry	RPG7
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Zero Calorie Soda	—

## Area Map/Deck

By the time this mission is available, you've already faced ZEKE in Main Ops 33, so you should know what to expect. This time ZEKE is much more mobile and attacks at close range with melee strikes and the poison beam. So stay on the move and look for opportunities to strike back. Even rank 5 weapons do very little damage to ZEKE, so rely primarily on the three strike panels for your offense. But wait until ZEKE is stationary before initiating an attack. Remember, you must be pressed up against a wall or lying down to launch a strike—press **[L]** to zoom in, then **[R]** to lock-on and trigger the strike. The best time to hit ZEKE with these strikes is when it stops and initiates a missile or railgun attack. As you run low on ammo and recovery items, use the supply panel to replenish your stores. Keep the strike panels working for you throughout this battle until ZEKE's health is depleted.

To unlock the hunting quest missions (Extra Ops 121 through 128) listen to all of Chico's Briefing File tapes pertaining to UMAs. For more information on unlocking these missions, see the Hunter Missions section in the Quick Reference chapter.



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024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
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## [121] HUNTING QUEST: RATHALOS

**Mission Details:** Hunt the Rathalos.

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:**

- Rathalos Wing
- Rathalos Uniform (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	FIM-43
Mate Tea	Aerial Mine
Zero Calorie Soda	Support Supply Marker

### Area Map/Isla del Monstruo

This is the first of eight hunter missions. In this mission, you're faced with defeating the Rathalos, a large dragon-like creature that is capable of flight. There are also several blue Velociprey creatures inhabiting the map, making this battle even tougher. If you want to maximize your Heroism score, don't kill the Velociprey. Instead, tranquilize them with the Mk.22. As for the Rathalos, hit it with the machine gun when it's on the ground, then target it with the FIM-43 when it takes flight. Do your best to avoid the beast's attacks, too. Both its fire attacks and melee strikes reduce your PSYCHE gauge. If the PSYCHE gauge is completely depleted, you will pass out—rapidly move the analog stick back and forth to wake up. While lying on the ground unconscious, you are extremely vulnerable to attacks, so don't let this happen. Monitor your PSYCHE gauge and drink Mate Tea as needed to replenish it. Keep up the attack on the Rathalos until its health is nearly depleted—rank 4 or higher weapons make this battle much easier. Either kill the creature or put it to sleep with the Mk.22. By completing the mission, you earn the Rathalos Wing, allowing you to develop the Tanegashima Musket. If you complete the mission with an S rank, you also earn the Rathalos uniform. But you can't kill a single creature (including the Rathalos) to earn the S rank.

### Roasting Rations



five rotations over the fire before it's properly cooked. However, a Burnt Ration is practically worthless, so be sure to pull the spit off the fire before the can turns black.

In the hunting quest missions, there's a BBQ pit on the north side of the map—this is where the Felyne hangs out. Climb onto the low ledge and interact with the spit suspended above the fire. If you have Rations equipped, Snake sticks a can on the spit and begins roasting it over the fire. By cooking Rations, you can alter their effectiveness for better or worse. But the longer they're over the fire, the more cooked they become. So be ready to press the action button to remove them from the fire. A Rare Ration only recovers a small amount of LIFE. A Well-done Ration is the most effective and increases a significant amount of LIFE and PSYCHE when consumed. Watch the can closely and when it turns a slightly darker shade, pull it off the fire to acquire the Well-done Ration—it takes about

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028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [122] HUNTING QUEST: RATHALOS/TWILIGHT

**Mission Details:** Hunt the Rathalos.

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:**

- Rathalos Wing
- Rathalos Uniform (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	FIM-43
Mate Tea	Aerial Mine
Zero Calorie Soda	Support Supply Marker

### Area Map/Isla del Monstruo

This mission plays out identically to the previous Rathalos battle, only it's set as sundown. Put the Velociprey creatures to sleep with the Mk.22, then attack the Rathalos with the machine gun and missile launcher. The Velociprey creatures won't stay asleep throughout the duration of the battle, so keep hitting them with tranquilizer rounds—headshots are most effective. By keeping these creatures asleep, you can minimize your kills, thus increasing your Heroism score and clear rank.

## [123] HUNTING QUEST: TIGREX

**Mission Details:** Hunt the Tigrex.

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:**

- Tigrex Fang
- Tigrex Uniform (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	LAW
Mate Tea	Support Supply Marker
Zero Calorie Soda	—

### Area Map/Isla del Monstruo

While the Tigrex looks similar to the Rathalos, it is primarily a ground-dwelling creature capable of moving at great speeds. Stay on the move to avoid its charging attacks. And steer clear of its long tail during its spin attacks to avoid getting knocked down. When you're not running away from this vicious creature, hit it repeatedly with your machine gun and missile launcher. The LAW is very effective in this battle thanks to its quick reload and non-telescopic sight. But you must also contend with more Velociprey in this battle. Because you spend most of your time moving, it's best to simply ignore these creatures. Chances are the Tigrex will kill some of them during its attacks, but you won't be penalized for these kills. Still, if you find yourself surrounded by these blue raptor-like beasts, hit them with the Mk.22 to put them to sleep. Keep moving and shooting until the Tigrex is weak, then tranquilize it to complete the mission. This earns you the Tigrex Fang, allowing you to develop the Human Slingshot Post. If you finish the fight with an S rank, you also earn the Tigrex uniform.

If you hit the Tigrex from behind with a missile, you can blow off its tail, significantly reducing its effectiveness when performing its spin attack.



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027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
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## [124] HUNTING QUEST: TIGREX/TWILIGHT

**Mission Details:** Hunt the Tigrex.

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:**

- Tigrex Fang
- Tigrex Uniform (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	LAW
Mate Tea	Support Supply Marker
Zero Calorie Soda	—

### Area Map/Isla del Monstruo

Ready to take on another Tigrex? This mission is identical to the earlier one, only it's set at twilight. Evade the Tigrex's attacks and counter with the machine gun and missile launcher. Once again, don't let the Velociprey creatures distract you. Otherwise you're likely to get run over by the Tigrex. As long as you keep moving, the Velocipreys aren't a huge threat. Instead, stay focused on the Tigrex and take it down as quickly as possible to complete this mission with a high clear rank.

## [125] HUNTING QUEST: GEAR REX

**Mission Details:** Hunt the Gear REX

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:**

- Gear REX Mucous
- Gear REX Uniform (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Zero Calorie Soda	Support Supply Marker

### Area Map/Isla del Monstruo

Gear REX is a large bipedal creature armed with some unique weapons. In addition to performing standard charging and bite attacks, Gear REX uses the arm-like appendage on its back to perform stabbing motions. So keep your distance to avoid getting impaled. The same arm-like appendage can also fire a stream of venom in a wide arc. To avoid getting hit by this vile liquid either stay far away or move to the side of the creature. At other times, Gear REX fires crystal-like shards from its back. These shards embed themselves in the ground, creating yet another hazard for you to avoid. Plus, they explode whenever the creature roars, so make sure you're clear of their shrapnel.

Gear REX is tough, but not indestructible, so keep hitting it with the machine gun and missile launcher to deplete its health meter. Scoring hits to the creature's head inflicts the most damage. Anti-tank Mines can also inflict significant damage, just be careful when placing them. The Velociprey creatures are more of a nuisance than a threat in this fight, but do your best to avoid killing them—this will maximize your Heroism score and clear rank at the end. Also, stop short of killing the Gear REX. Instead, put it to sleep with the Mk.22 once its health is almost depleted. Complete this mission to obtain Gear REX Mucous—an essential ingredient for the Human Slingshot Band. If you finish this mission with an S rank, you also earn the Gear REX uniform.

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027	059	091	123
028	060	092	124
029	061	093	125
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031	063	095	127
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[126] HUNTING QUEST: GEAR REX/TWILIGHT

**Mission Details:** Hunt the Gear REX

**Time Limit:** None

**Enemies:** 10

**Completion Unlock:**

- Gear REX Mucous
- Gear REX Uniform (S Rank required)

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	Mk.22 Mod.0 (Hush Puppy)
Great Curry	PKM
Tortilla Chips	Carl Gustav M2
Mate Tea	Anti-tank Mine
Zero Calorie Soda	Support Supply Marker

Area Map/Isla del Monstruo

Like the other twilight hunting quests, this one is identical to your previous encounter with Gear REX. Circle around the arena-like map to dodge the creature's attacks while landing a few of your own. Of course, the more advanced weapons you bring along, the faster it will go. Still, strive to complete this mission without killing any of the creatures. This means tranquilizing Gear REX at the end. But if you already achieved an S rank in the previous mission, you won't get anything new this time around.

[127] GEAR REX: SHOWDOWN AT CRATER BASE

**Mission Details:** Gear REX has appeared in the crater of Volcán Irazú. Hunt it.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:**

- Gear REX Concentrate
- Gear REX Uniform (S Rank required)

**Uniform:** Battle Dress

MISSION LOADOUT

Items	Weapons
Rations	PKM
Great Curry	Carl Gustav M2
Tortilla Chips	RPG7
Mate Tea	Anti-tank Mine
Zero Calorie Soda	Support Supply Marker

Area Map/Crater Base

This battle takes place in the Crater Base arena where you fought the Pupa. There are no Velociprey to worry about this time, allowing you to concentrate solely on Gear REX. Stay along the map's perimeter while moving, stopping occasionally to fire missiles and machine guns at the creature. Unless you want the S clear rank, there is no great incentive for tranquilizing Gear REX this time, especially if you already own the Gear REX uniform. So don't hold back. Attack the beast aggressively with the strongest weapons you possess to kill it as quickly as possible. Completing this mission (with any clear rank) earns you Gear REX Concentrate, necessary to develop the Human Slingshot Band rank 2.



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009	041	073	105
010	042	074	106
011	043	075	107
012	044	076	108
013	045	077	109
014	046	078	110
015	047	079	111
016	048	080	112
017	049	081	113
018	050	082	114
019	051	083	115
020	052	084	116
021	053	085	117
022	054	086	118
023	055	087	119
024	056	088	120
025	057	089	121
026	058	090	122
027	059	091	123
028	060	092	124
029	061	093	125
030	062	094	126
031	063	095	127
032	064	096	128

## [128] GEAR REX STRIKES BACK

**Mission Details:** Gear REX has run amok on the deck of Mother Base. Neutralize it.

**Time Limit:** None

**Enemies:** 1

**Completion Unlock:**

- Cookbook Research Notes
- Gear REX Super Extract
- Gear REX Uniform (S Rank required)

**Uniform:** Battle Dress

### MISSION LOADOUT

Items	Weapons
Rations	MG3 (Armor Piercing)
Great Curry	Carl Gustav M2
Tortilla Chips	RPG7
Mate Tea	Anti-tank Mine
Zero Calorie Soda	Support Supply Marker

### Area Map/Deck

In this mission, Gear REX is attacking Mother Base and it's up to you to stop it. This variant of Gear REX is the toughest you've faced yet, with tougher armor and extremely deadly attacks. As the mission begins, simply keep your distance from the beast, running around the perimeter of the deck. Don't bother accessing the strike or supply panels until you're a safe distance from Gear REX, otherwise the beast will attack while your back is turned. Even your highest ranking weapons do very little damage to Gear REX, so use the strike panels to launch heavy attacks against the creature, just as you did in the Metal Gear ZEKE battles. Also, keep the deck supplied with ammo and recovery items by using the supply panel as frequently as possible. You'll need to stock up on recovery items often just to stay alive. You only earn the Gear REX uniform if you get an S ranking, so don't bother trying to tranquilize the creature this time around. Once its health is nearly depleted, pour it on until Gear REX is finally down for good. If you complete this mission, you earn the Cookbook Research Notes which allows you to develop the Cookbook placeable weapon—it works just like magazines. Gear REX Super Extract is also awarded, necessary in the development of the Human Slingshot Band rank 3.

## 5: QUICK REFERENCE

## QUICK REFERENCE

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## INVENTORY

There are 372 unique weapons and items in *Metal Gear Solid: Peace Walker*, each with its own specific development requirements. The tables here reveal everything you need to develop all weapons and items in the game. Here's how to read each column:

**Name:** The name and rank of the weapon/item.

**GMP:** The amount of GMP required to develop the weapon/item.

**CMB:** The minimum level your Combat Team must be to develop the weapon/item.

**R&D:** The minimum level your R&D Team must be to develop the weapon/item.

**MSH:** The minimum level your Mess Hall Team must be to develop the weapon/item.

**MDC:** The minimum level your Medical Team must be to develop the weapon/item.

**INT:** The minimum level your Intel Team must be to develop the weapon/item.

**Weapon/Item Required to Develop:** What weapon/item you must own before development begins.

**Item Required to Develop:** What item/document is required before development begins.

**Mission/Location:** Where to obtain the item/document required, including mission number and map name.

**Skill Required to Develop:** Some weapons/items require unique skills to develop. These skills are obtained by rescuing specific prisoners or kidnapping certain enemy soldiers and putting them to work at Mother Base.

## WEAPONS

NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
HANDGUNS										
Mk.22 Mod.0 (Hush Puppy) Rank 1	-	-	-	-	-	-	-	-	-	-
Mk.22 Mod.0 (Hush Puppy) Rank 2	2480	-	2	-	-	-	Mk.22 Mod.0 (Hush Puppy) Rank 1	-	-	-
Mk.22 Mod.0 (Hush Puppy) Rank 3	63740	-	42	-	27	27	Mk.22 Mod.0 (Hush Puppy) Rank 2	-	-	-
Mk.22 Mod.0 (Hush Puppy) Rank 4	145230	-	64	-	53	53	Mk.22 Mod.0 (Hush Puppy) Rank 3	-	-	-
Mk.22 Mod.0 (Hush Puppy) Rank 5	251970	-	78	-	63	63	Mk.22 Mod.0 (Hush Puppy) Rank 4	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
EZ GUN (Life Recovery) Rank 2	53390	-	46	-	18	18	Mk.22 Mod.0 (Hush Puppy) Rank 1	EZ Gun (LR) Design Specs	Extra Ops 032/Cafetal Aroma Encantado: Mill	-
EZ GUN (Life Recovery) Rank 3	76760	-	47	-	28	28	EZ GUN (Life Recovery) Rank 2	-	-	-
EZ GUN (Life Recovery) Rank 4	142110	-	63	-	50	50	EZ GUN (Life Recovery) Rank 3	-	-	-
EZ GUN (Life Recovery) Rank 5	272810	-	83	-	83	83	EZ GUN (Life Recovery) Rank 4	-	-	-
EZ GUN (Psyche Recovery) Rank 2	53390	-	46	-	18	18	Mk.22 Mod.0 (Hush Puppy) Rank 1	EZ Gun (PR) Design Specs	Extra Ops 067/Body Check Paz	-
EZ GUN (Psyche Recovery) Rank 3	76760	-	47	-	28	28	EZ GUN (Psyche Recovery) Rank 2	-	-	-
EZ GUN (Psyche Recovery) Rank 4	135860	-	61	-	48	48	EZ GUN (Psyche Recovery) Rank 3	-	-	-
EZ GUN (Psyche Recovery) Rank 5	256140	-	79	-	79	79	EZ GUN (Psyche Recovery) Rank 4	-	-	-
PM Rank 2	7430	-	15	-	-	-	-	PM Design Specs	Extra Ops 052/Catarata de la Muerte	-
PB/6P9 Rank 3	79360	-	48	-	-	28	PM Rank 2	PB/6P9 Design Specs	Main Ops 32/Complete Mission	-
PB/6P9 Rank 4	167110	-	71	-	-	66	PB/6P9 Rank 3	-	-	-
M1911A1 Rank 1	2070	-	8	-	-	-	-	M1911A1 Design Specs	Main Ops 02/Complete Mission	-
M1911A1 Rank 2	21630	-	26	-	-	10	M1911A1 Rank 1	-	-	-
M1911A1 Custom Rank 3	71550	-	45	-	-	-	M1911A1 Rank 2	M1911A1 Custom Design Specs	Extra Ops 034/Selva de la Muerte: Bottom of Cliff	-
M1911A1 Custom Rank 4	123360	-	57	-	-	45	M1911A1 Custom Rank 3	-	-	-
M1911A1 Custom Rank 5	231140	-	73	-	-	73	M1911A1 Custom Rank 4	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
C96 Rank 3	81960	-	49	-	-	-	-	C96 Design Specs	Extra Ops 020/Complete with S Rank	-
C96 Rank 4	138980	-	62	-	-	-	C96 Rank 3	-	-	-
C96 Rank 5	251970	-	78	-	-	-	C96 Rank 4	-	-	-
M19 Rank 3	76760	-	47	-	-	-	-	M19 Design Specs	Extra Ops 009/Complete Mission	-
M19 Rank 4	163980	-	70	-	-	-	M19 Rank 3	-	-	-
M19 Rank 5	268640	-	82	-	-	-	M19 Rank 4	-	-	Optical Technology/Extra Ops 016
Kampfpistole (Combat Pistol) Rank 4	207730	-	84	-	-	-	-	Kampfpistole Design Specs	Outer Ops 37-48	-
Kampfpistole (Combat Pistol) Rank 5	310310	-	92	-	-	-	Kampfpistole (Combat Pistol) Rank 4	-	-	-
Support Supply Marker Rank 3	61130	-	41	-	-	24	-	Support Supply Marker Design Specs	Main Ops 05/Complete Mission	-
Support Supply Marker Rank 4	117110	-	55	-	-	44	Support Supply Marker Rank 3	-	-	-
Support Supply Marker Rank 5	239470	-	75	-	-	75	Support Supply Marker Rank 4	-	-	-
Support Strike Marker Rank 3	106140	-	43	-	-	25	-	Support Strike Marker Design Specs	Main Ops 05/Complete Mission	-
Support Strike Marker Rank 4	154610	-	67	-	-	53	Support Strike Marker Rank 3	-	-	-
Support Strike Marker Rank 5	260310	-	80	-	-	80	Support Strike Marker Rank 4	-	-	-
Banana Rank 1	5260	-	17	3	-	-	-	Banana Cultivation Instructions	Extra Ops 035/Complete Mission	-
SHOTGUNS										
Twin Barrel Shotgun Rank 1	3960	-	12	-	-	-	-	Twin Barrel Shotgun Design Specs	Main Ops 03/Banana de Oro: Sorting Shed	-



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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Twin Barrel Shotgun Rank 2	28090	-	27	-	-	-	Twin Barrel Shotgun Rank 1	-	-	-
Twin Barrel Shotgun Rank 3	93810	-	47	-	-	-	Twin Barrel Shotgun Rank 2	-	-	-
Twin Barrel Shotgun Rank 4	162230	-	60	-	-	-	Twin Barrel Shotgun Rank 3	-	-	-
Twin Barrel Shotgun Rank 5	343610	-	85	-	-	-	Twin Barrel Shotgun Rank 4	-	-	-
Twin Barrel Shotgun (Rubber Slug) Rank 3	147920	-	64	-	-	-	Twin Barrel Shotgun Rank 2	Twin Barrel Shotgun (Rubber Slug) Design Specs	Extra Ops 023/Complete Mission	-
Twin Barrel Shotgun (Rubber Slug) Rank 4	204240	-	71	-	-	-	Twin Barrel Shotgun (Rubber Slug) Rank 3	-	-	-
Twin Barrel Shotgun (Rubber Slug) Rank 5	353800	-	87	-	-	-	Twin Barrel Shotgun (Rubber Slug) Rank 4	-	-	-
M37 Rank 2	31400	-	29	-	-	-	-	M37 Design Specs	Extra Ops 028/Aldea Los Despiertos	-
M37 Rank 3	109730	-	52	-	-	-	M37 Rank 2	-	-	-
M37 Rank 4	188960	-	67	-	-	53	M37 Rank 3	-	-	-
M37 Rank 5	358890	-	88	-	-	88	M37 Rank 4	-	-	-
M37 (Long Barrel) Rank 4	196600	-	69	-	-	-	M37 Rank 3	-	-	-
M37 (Accurized Model) Rank 5	389450	-	94	-	-	-	M37 (Long Barrel) Rank 4	-	-	-
SPAS-12 Rank 3	135190	-	60	-	-	-	-	SPAS-12 Design Specs	Extra Ops 062/Complete Mission	-
SPAS-12 Rank 4	204240	-	71	-	-	-	SPAS-12 Rank 3	-	-	-
SPAS-12 Rank 5	379260	-	92	-	-	-	SPAS-12 Rank 4	-	-	-
CAW Rank 5	404720	-	97	-	-	-	-	CAW Design Specs	Outer Ops 49-52 and 57-60	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
ASSAULT RIFLES										
M16A1 Rank 1	-	-	-	-	-	-	-	-	-	-
M16A1 Rank 2	27040	-	28	-	-	-	M16A1 Rank 1	-	-	-
M16A1 Rank 3	93960	-	50	-	-	30	M16A1 Rank 2	-	-	-
M16A1 (w/ Shotgun) Rank 4	157900	-	63	-	-	50	M16A1 Rank 3	M16A1(STG) Design Specs	Extra Ops 023/Los Cantos: Canyon	-
M16A1 (w/ Shotgun) Rank 5	289230	-	80	-	-	80	M16A1 (w/ Shotgun) Rank 4	M16A1(STG + laser) Design Specs	Extra Ops 048/Camino de Lava: Hillside	Optical Technology/Extra Ops 016
Patriot Rank 5	477190	-	99	-	-	-	M16A1 (w/ Shotgun) Rank 4	Patriot Design Specs	Extra Ops 068/Body Check Kaz	Patriot/Extra Ops 049
M16A1 (w/ Grenade Launcher) Rank 4	182200	-	70	-	-	56	M16A1 Rank 3	M16A1(GL) Design Specs	Extra Ops 025/Selva de la Leche: Jungle	-
M16A1 (w/ Grenade Launcher) Rank 5	317010	-	86	-	-	86	M16A1 (w/ Grenade Launcher) Rank 4	M16A1(GL + laser) Design Specs	Extra Ops 055/Complete with S Rank	Optical Technology/Extra Ops 016
M16A1 (w/ Smoke Grenade Launcher) Rank 4	178730	-	69	-	-	55	M16A1 Rank 3	M16A1(SGL) Design Specs	Extra Ops 026/Back Gate	-
M16A1 (w/ Smoke Grenade Launcher) Rank 5	303120	-	83	-	-	83	M16A1 (w/ Smoke Grenade Launcher) Rank 4	M16A1(SGL + laser) Design Specs	Extra Ops 066/Complete with S Rank	Optical Technology/Extra Ops 016
M653 Rank 3	91070	-	49	-	-	-	M16A1 Rank 2	M653 Design Specs	Extra Ops 059/Small Maintenance Dock	-
M653 Rank 4	164840	-	65	-	-	52	M653 Rank 3	-	-	-
M653 (w/ Grenade Launcher) Rank 5	252190	-	72	-	-	72	M653 Rank 4	M653(GL) Design Specs	Extra Ops 047/Selva de la Leche: Hillside	-
M653 (w/ Shotgun) Rank 5	252190	-	72	-	-	72	M653 Rank 4	M653(STG) Design Specs	Extra Ops 048/Back Gate	-
M653 (w/ Smoke Grenade Launcher) Rank 5	256820	-	73	-	-	73	M653 Rank 4	M653(SGL) Design Specs	Extra Ops 049/Underground Passage A	-
RK47 Rank 1	7510	-	19	-	-	-	-	RK47 Design Specs	Extra Ops 013/Bananal Fruta de Oro: Sorting Shed	-

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RK47 (w/ Grenade Launcher) Rank 2	33060	-	32	-	-	-	RK47 Rank 1	RK47(GL) Design Specs	Outer Ops 1-4 and 13-16	-
ADM63 Rank 3	105540	-	54	-	-	-	RK47 (w/ Grenade Launcher) Rank 2	ADM63 Design Specs	Extra Op 045/Complete Mission	-
ADM65 Rank 4	213450	-	79	-	-	-	ADM63 Rank 3	ADM65 Design Specs	Outer Ops 11-14 and 29-32	-
ADM65 Rank 5	335520	-	90	-	-	-	ADM65 Rank 4	-	-	-
RK47 (w/ Smoke Grenade Launcher) Rank 2	36060	-	34	-	-	-	RK47 Rank 1	RK47(SGL) Design Specs	Outer Ops 25-28 and 33-36	-
RPK Rank 4	220400	-	81	-	-	-	-	RPK Design Specs	Extra Ops 037/Underground Passage B	-
RPK Rank 5	354040	-	94	-	-	-	RPK Rank 4	-	-	-
FAL Rank 2	28550	-	29	-	-	-	-	FAL Design Specs	Extra Ops 054/AI Weapon Hangar	-
FAL Rank 3	79500	-	45	-	-	-	FAL Rank 2	-	-	-
FAL Rank 4	171780	-	67	-	-	-	FAL Rank 3	-	-	Optical Technology/Extra Ops 016
SUG Rank 5	307750	-	84	-	-	-	-	SUG Design Specs	Extra Ops 047/Complete with S Rank	-
G11 Rank 5	270710	-	76	-	-	-	-	G11 Design Specs	Extra Ops 048/Complete with S Rank	-
Tanegashima Musket	330900	-	89	-	-	-	-	Rathalos Wing	Extra Ops 121 and 122/Complete Mission	Japanese Patriot/Extra Ops 049
SUBMACHINE GUNS										
M10 Rank 1	2750	-	9	-	-	-	-	M10 Design Specs	Main Ops 03/EI Cenagal: Swamp	-
M10 (w/ Suppressor) Rank 2	31550	-	30	-	-	12	M10 Rank 1	-	-	-
M10 (w/ Barrel Jacket) Rank 3	95620	-	49	-	-	-	M10 (w/ Suppressor) Rank 2	M10(BJ) Design Specs	Extra Ops 036/Bananal Fruta de Oro: Sorting Shed	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Uz61 Rank 2	41020	-	36	-	-	-	-	UZ61 Design Specs	Extra Ops 015/Selva de la Leche: Hillside	-
Uz61 Rank 3	83470	-	45	-	-	27	Uz61 Rank 2	-	-	-
Uz61 Rank 4	162140	-	62	-	-	49	Uz61 Rank 3	-	-	-
MP5A2 Rank 3	101700	-	51	-	-	-	-	MP5A2 Design Specs	Extra Ops 057/Rio del Jade	-
MP5A2 Rank 4	187660	-	69	-	-	55	MP5A2 Rank 3	-	-	-
MP5SD2 Rank 5	428000	-	85	-	-	90	MP5A2 Rank 4	MP5SD2 Design Specs	Extra Ops 037/Complete with S Rank	-
M1928A1 Rank 1	17880	-	19	-	-	-	-	M1928A1 Design Specs	Main Ops 09/Complete Mission	-
M1928A1 Rank 2	23660	-	25	-	-	-	M1928A1 Rank 1	-	-	-
M1928A1 Rank 3	116890	-	56	-	-	-	M1928A1 Rank 2	-	-	-
SNIPER RIFLES										
M1C Rank 1	2260	-	7	-	-	-	-	M1C Design Specs	Main Ops 01/Complete Mission	-
M1C Rank 2	31100	-	28	-	-	-	M1C Rank 1	-	-	-
M1C (Psyche Recovery) Rank 3	114710	-	52	-	41	-	M1C Rank 2	M1C (PR) Design Specs	Main Ops 30/Camino de Lava: Hillside	-
M1C (Psyche Recovery) Rank 4	153630	-	56	-	54	-	M1C (Psyche Recovery) Rank 3	-	-	-
M21 Rank 3	134680	-	58	-	-	-	M1C Rank 2	M21 Design Specs	Main Ops 30/Complete Mission	-
M21 Rank 4	209530	-	70	-	-	-	M21 Rank 3	-	-	-
M21 Rank 5	396500	-	92	-	-	92	M21 Rank 4	-	-	-
M700 Rank 3	81440	-	42	-	-	-	-	M700 Design Specs	Extra Ops 058/Complete Mission	-
M700 (Bull Barrel) Rank 4	221510	-	73	-	-	-	M700 Rank 3	-	-	-



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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
M700 (Bull Barrel) Rank 5	375200	-	88	-	-	-	M700 (Bull Barrel) Rank 4	-	-	-
M700 (Life Recovery) Rank 3	121370	-	54	-	32	-	-	M700 (LR) Design Specs	Extra Ops 041/Complete Mission	-
M700 (Life Recovery) Rank 4	201540	-	68	-	54	-	M700 (Life Recovery) Rank 3	-	-	-
Mosin-Nagant Rank 1	4900	-	14	-	2	-	-	Mosin-Nagant Design Specs	Main Ops 07/Complete Mission	-
Mosin-Nagant Rank 2	29370	-	27	-	10	-	Mosin-Nagant Rank 1	-	-	-
Mosin-Nagant Rank 3	121370	-	54	-	32	-	Mosin-Nagant Rank 2	-	-	-
Mosin-Nagant Rank 4	165610	-	59	-	57	-	Mosin-Nagant Rank 3	-	-	-
Mosin-Nagant Rank 5	391180	-	91	-	93	93	Mosin-Nagant Rank 4	-	-	-
SVD Rank 2	29370	-	27	-	-	-	-	SVD Design Specs	Extra Ops 035/Bosque del Alba	-
SVD Rank 3	114710	-	52	-	-	-	SVD Rank 2	-	-	-
SVD (High Capacity) Rank 4	177590	-	62	-	-	-	SVD Rank 3	-	-	-
SVD (Night Vision) Rank 5	401830	-	93	-	-	-	SVD (High Capacity) Rank 4	SVD(NV) Design Specs	Outer Ops 61-64 and 69-72	-
WA2000 Rank 3	101400	-	48	-	-	-	-	WA2000 Design Specs	Extra Ops 065/Complete with S Rank	-
WA2000 Rank 4	229500	-	75	-	-	-	WA2000 Rank 3	-	-	-
WA2000 Rank 5	353910	-	84	-	-	-	WA2000 Rank 4	-	-	-
PTRD1941 Rank 4	257450	-	82	-	-	-	-	PTRD1941 Design Specs	Extra Ops 050/El Cenagal: Ravine	Anti-tank Rifle Design/Extra Ops 055
PTRD1941 Rank 5	407150	-	94	-	-	-	PTRD1941 Rank 4	-	-	Anti-tank Rifle Design/Extra Ops 055
PTRS1941 Rank 5	467800	-	96	-	-	-	PTRD1941 Rank 4	PTRS1941 Design Specs	Extra Ops 049/Complete with S Rank	Anti-tank Rifle Design/Extra Ops 055

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Stealth Gun Rank 2	96970	-	58	-	-	23	-	Stealth Gun Design Specs	Main Ops 33/Complete Mission	-
Stealth Gun Rank 3	197900	-	77	-	-	66	Stealth Gun Rank 2	-	-	-
Stealth Gun Rank 4	281400	-	88	-	-	90	Stealth Gun Rank 3	-	-	-
Railgun Rank 3	341250	-	75	-	-	-	-	Railgun Design Specs	Extra Ops 115/Complete with S Rank	EM Weapons Design/Extra Ops 049
Railgun Rank 4	485400	-	89	-	-	-	Railgun Rank 3	-	-	EM Weapons Design/Extra Ops 049
Railgun Rank 5	683770	-	99	-	-	-	Railgun Rank 4	-	-	EM Weapons Design/Extra Ops 049
Railgun Dynamo Rank 3	194570	-	76	-	-	-	-	Railgun Design Specs	Extra Ops 115/Complete with S Rank	EM Weapons Design/Extra Ops 049
MACHINE GUNS										
M60 Rank 1	5110	-	14	-	-	-	-	M60 Design Specs	Main Ops 06/Complete Mission	-
M60 (Armor Piercing) Rank 2	81190	-	50	-	-	-	M60 Rank 1	M60 (Armor Piercing) Design Specs	Extra Ops 043/Complete Mission	-
M60 (Short Barrel) Rank 3	182200	-	70	-	-	-	M60 (Armor Piercing) Rank 2	-	-	-
M60 (Short Barrel) Rank 4	260310	-	80	-	-	-	M60 (Short Barrel) Rank 3	-	-	-
M63A1 Rank 3	164840	-	65	-	-	-	-	M63A1 Design Specs	Outer Ops 9-12 and 17-20	-
M63A1 Rank 4	239470	-	75	-	-	-	M63A1 Rank 3	-	-	-
M63A1 Rank 5	408180	-	91	-	-	-	M63A1 Rank 4	-	-	-
PKM Rank 1	17030	-	27	-	-	-	-	PKM Design Specs	Extra Ops 028/Complete Mission	-
PKM Rank 2	43270	-	34	-	-	-	PKM Rank 1	-	-	-
PKM Rank 3	133590	-	56	-	-	-	PKM Rank 2	-	-	-
PKM Rank 4	210310	-	68	-	-	-	PKM Rank 3	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
PKM Rank 5	341520	-	79	-	-	-	PKM Rank 4	-	-	-
MG3 Rank 2	48690	-	37	-	-	-	-	MG3 Design Specs	Extra Ops 031/Miner's Residence	-
MG3 (Armor Piercing) Rank 3	161370	-	64	-	-	-	MG3 Rank 2	MG3 (Armor Piercing) Design Specs	Extra Ops 044/Complete Mission	-
MG3 (Armor Piercing) Rank 4	235310	-	74	-	-	-	MG3 (Armor Piercing) Rank 3	-	-	-
MG3 (Armor Piercing) Rank 5	385960	-	87	-	-	-	MG3 (Armor Piercing) Rank 4	-	-	-
M134 Gatling Gun Rank 5	447070	-	98	-	-	-	-	M134 Design Specs	Extra Ops 075/Complete with S Rank	M134 Design/Extra Ops 048
EM Wave Gun Rank 5	691520	-	97	-	-	82	-	EM Wave Gun	Extra Ops 079/Complete with S Rank	EM Weapons Design/Extra Ops 049
MISSILES										
LAW Rank 1	2460	-	7	-	-	-	-	Weapon added to inventory	Main Ops 02/Complete Mission	-
LAW Rank 2	53320	-	38	-	-	-	LAW Rank 1	-	-	-
LAW Rank 3	135540	-	55	-	-	-	LAW Rank 2	-	-	-
LAW Rank 4	232090	-	71	-	-	-	LAW Rank 3	-	-	-
M202A1 Rank 3	175320	-	66	-	-	-	LAW Rank 2	M202A1 Design Specs	Extra Ops 107/Complete with S Rank	-
M202A1 Rank 4	253790	-	76	-	-	-	-	M202A1 Design Specs	Extra Ops 107/Complete with S Rank	-
M202A1 Rank 5	448340	-	95	-	-	-	M202A1 Rank 4	-	-	-
RPG2 Rank 1	14500	-	12	-	-	-	-	RPG-2 Design Specs	Extra Ops 030/Banana Fruit de Oro: Sorting Shed	-
RPG7 Rank 2	45080	-	34	-	-	-	RPG2 Rank 1	RPG-7 Design Specs	Extra Ops 038/Complete Mission	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
RPG7 Rank 3	168090	-	64	-	-	-	RPG7 Rank 2	-	-	-
RPG7 Rank 4	262470	-	78	-	-	-	RPG7 Rank 3	-	-	-
FIM-43 Rank 3	61290	-	22	-	-	-	-	FIM-43 Design Specs	Main Ops 12/Complete Mission	-
XFIM-92A Rank 4	240770	-	73	-	-	-	FIM-43 Rank 3	XFIM-92A Design Specs	Outer Ops 5-8 and 53-56	-
XFIM-92A Rank 5	396260	-	86	-	-	-	XFIM-92A Rank 4	-	-	-
Carl Gustav M2 Rank 2	26290	-	24	-	-	-	-	Carl Gustav M2 Design Specs	Main Ops 15/Complete Mission	-
Carl Gustav M2 Rank 3	142770	-	57	-	-	-	Carl Gustav M2 Rank 2	-	-	-
Carl Gustav M2 Rank 4	210390	-	66	-	-	-	Carl Gustav M2 Rank 3	-	-	-
Carl Gustav M2 Rank 5	378900	-	83	-	-	-	Carl Gustav M2 Rank 4	-	-	-
Carl Gustav M2 (Multi Purpose) Rank 3	135540	-	55	-	-	-	Carl Gustav M2 Rank 2	Carl Gustav M2 (MP) Design Specs	Extra Ops 024/Complete Mission	-
Carl Gustav M2 (Multi Purpose) Rank 4	223410	-	69	-	-	-	Carl Gustav M2 (Multi Purpose) Rank 3	-	-	-
Carl Gustav M2 (Multi Purpose) Rank 5	396260	-	86	-	-	-	Carl Gustav M2 (Multi Purpose) Rank 4	-	-	-
Carl Gustav M2 (Fulton Recovery) Rank 3	294260	-	74	-	56	67	Carl Gustav M2 Rank 2	Carl Gustav (Fulton) Design Specs	Extra Ops 098/Complete Mission	-
Carl Gustav M2 (Fulton Recovery) Rank 4	399830	-	82	-	69	71	Carl Gustav M2 (Fulton Recovery) Rank 3	-	-	-
Carl Gustav M2 (Fulton Recovery) Rank 5	513620	-	89	-	93	89	Carl Gustav M2 (Fulton Recovery) Rank 4	-	-	-
M47 Rank 5	465700	-	98	-	-	-	-	M47 Design Specs	Extra Ops 111/Complete with S Rank	-
Human Slingshot Post Rank 1	48430	-	51	-	-	-	-	Tigrex Fang	Extra Ops 123 and 124/Complete Mission	-



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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Human Slingshot Band Rank 1	51330	-	53	-	-	-	-	Gear Rex Mucous	Extra Ops 125 and 126/Complete Mission	-
Human Slingshot Band Rank 2	147070	-	74	-	-	-	Human Slingshot Band Rank 1	Gear Rex Concentrate	Extra Ops 127/Complete Mission	-
Human Slingshot Band Rank 3	262130	-	90	-	-	-	Human Slingshot Band Rank 2	Gear Rex Super Extract	Extra Ops 128/Complete Mission	-
THROWING WEAPONS										
Grenade Rank 1	-	-	-	-	-	-	-	-	-	-
Grenade Rank 2	27050	-	30	-	-	-	Grenade Rank 1	-	-	-
Grenade Rank 3	66340	-	43	-	-	-	Grenade Rank 2	-	-	-
Grenade Rank 4	135860	-	61	-	-	-	Grenade Rank 3	-	-	-
Grenade Rank 5	264470	-	81	-	-	-	Grenade Rank 4	-	-	-
Stun Grenade Rank 1	2660	-	10	-	-	-	-	Stun Grenade Design Specs	Main Ops 03/Rio del Jade	-
Stun Grenade Rank 2	21630	-	26	-	-	-	Stun Grenade Rank 1	-	-	-
Stun Grenade Rank 3	58530	-	40	-	-	-	Stun Grenade Rank 2	-	-	-
Stun Grenade Rank 4	142110	-	63	-	-	-	Stun Grenade Rank 3	-	-	-
Stun Grenade Rank 5	306140	-	91	-	-	-	Stun Grenade Rank 4	-	-	-
Smoke Grenade Rank 1	1770	-	7	-	-	-	-	Smoke Grenade Design Specs	Main Ops 01/Complete Mission	-
Smoke Grenade Rank 2	14870	-	21	-	-	-	Smoke Grenade Rank 1	-	-	-
Smoke Grenade Rank 3	55920	-	39	-	-	-	Smoke Grenade Rank 2	-	-	-
Smoke Grenade Rank 4	126480	-	58	-	-	-	Smoke Grenade Rank 3	-	-	-
Smoke Grenade Rank 5	247810	-	77	-	-	-	Smoke Grenade Rank 4	-	-	-
Chaff Grenade Rank 1	20260	-	17	-	-	3	-	Chaff Grenade Design Specs	Main Ops 10/Complete Mission	-
Chaff Grenade Rank 2	55690	-	29	-	-	13	Chaff Grenade Rank 1	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Chaff Grenade Rank 3	132800	-	57	-	-	34	Chaff Grenade Rank 2	-	-	-
Chaff Grenade Rank 4	235230	-	80	-	-	64	Chaff Grenade Rank 3	-	-	-
Chaff Grenade Rank 5	364470	-	93	-	-	93	Chaff Grenade Rank 4	-	-	-
Empty Magazine Rank 1	-	-	-	-	-	-	-	-	-	-
Smoke Grenade (Red) Rank 1	23410	-	40	-	-	-	-	Smoke Grenade (Colored) Design Specs	Main Ops 27/EI Cenagal: Swamp	-
Smoke Grenade (Blue) Rank 2	66520	-	53	-	-	-	Smoke Grenade (Red) Rank 1	-	-	-
Smoke Grenade (Green) Rank 3	110610	-	60	-	-	-	Smoke Grenade (Blue) Rank 2	-	-	-
Smoke Grenade (Yellow) Rank 4	157730	-	68	-	-	-	Smoke Grenade (Green) Rank 3	-	-	-
Smoke Grenade (Black) Rank 5	314470	-	93	-	-	-	Smoke Grenade (Yellow) Rank 4	-	-	-
Support Supply Marker (Thrown) Rank 2	16220	-	22	-	-	8	-	Support Supply Marker (Thrown) Design Specs	Main Ops 10/Complete Mission	-
Support Strike Marker (Thrown) Rank 2	45690	-	29	-	-	11	-	Support Strike Marker (Thrown) Design Specs	Main Ops 13/Complete Mission	-
Electromagnetic Net Rank 2	147140	-	96	-	-	96	-	Electromagnetic Net Design Specs	Extra Ops 083/Complete with S Rank	EM Weapons Design/Extra Ops 049
Sleep Gas Grenade Rank 1	25500	-	42	-	23	-	-	Sleep Gas Grenade Design Specs	Extra Ops 027/Complete with S Rank	-
Sleep Gas Grenade Rank 2	66520	-	53	-	36	-	Sleep Gas Grenade Rank 1	-	-	-
Sleep Gas Grenade Rank 3	123630	-	65	-	54	-	Sleep Gas Grenade Rank 2	-	-	-
Sleep Gas Grenade Rank 4	210860	-	85	-	83	-	Sleep Gas Grenade Rank 3	-	-	-
Sleep Gas Grenade Rank 5	322810	-	95	-	95	-	Sleep Gas Grenade Rank 4	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
PLACEABLE WEAPONS										
C4 Rank 1	2920	-	12	-	-	-	-	C4 Design Specs	Main Ops 05/Complete Mission	-
C4 Rank 2	21640	-	28	-	-	-	C4 Rank 1	-	-	-
C4 Rank 3	77490	-	51	-	-	-	C4 Rank 2	-	-	-
C4 Rank 4	115210	-	59	-	-	-	C4 Rank 3	-	-	-
C4 Rank 5	238790	-	82	-	-	-	C4 Rank 4	-	-	-
Claymore Rank 1	3150	-	13	-	-	-	-	Claymore Design Specs	Extra Ops 018/Rio del Jade	-
Claymore Rank 2	13220	-	21	-	-	-	Claymore Rank 1	-	-	-
Claymore Rank 3	56650	-	42	-	-	-	Claymore Rank 2	-	-	-
Claymore Rank 4	106870	-	56	-	-	-	Claymore Rank 3	-	-	-
Claymore Rank 5	201750	-	72	-	-	-	Claymore Rank 4	-	-	-
Magazine Rank 1	3150	-	13	-	-	-	-	Magazine Layout	Extra Ops 051/Selva de la Leche: Jungle	-
Magazine Rank 2	15620	-	23	-	-	-	Magazine Rank 1	-	-	-
Magazine Rank 3	54340	-	41	-	-	-	Magazine Rank 2	-	-	-
Magazine Rank 4	115210	-	59	-	-	-	Magazine Rank 3	-	-	-
Magazine Rank 5	220270	-	77	-	-	-	Magazine Rank 4	-	-	-
Solid Magazine Rank 1	6680	-	20	-	-	-	-	Hobby Magazine Layout	Extra Ops 018/Complete Mission	-
Liquid Magazine Rank 1	6680	-	20	-	-	-	-	Hobby Magazine Layout	Extra Ops 018/Complete Mission	-
Solidus Magazine Rank 1	6680	-	20	-	-	-	-	Hobby Magazine Layout	Extra Ops 018/Complete Mission	-
Super Magazine Rank 1	6680	-	20	-	-	-	-	Hobby Magazine Layout	Extra Ops 018/Complete Mission	-

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Anti-tank Mine Rank 1	3670	-	15	-	-	-	-	Anti-tank Mine Design Specs	Extra Ops 029/Complete Mission	-
Anti-tank Mine Rank 2	25240	-	31	-	-	-	Anti-tank Mine Rank 1	-	-	-
Anti-tank Mine Rank 3	79800	-	52	-	-	-	Anti-tank Mine Rank 2	-	-	-
Anti-tank Mine Rank 4	154100	-	73	-	-	-	Anti-tank Mine Rank 3	-	-	-
Anti-tank Mine Rank 5	268420	-	90	-	-	-	Anti-tank Mine Rank 4	-	-	-
Decoy Rank 1	8680	-	23	-	-	-	-	Decoy Design Specs	Extra Ops 053/Aldea Los Despiertos	-
Decoy Rank 2	34130	-	38	-	-	-	Decoy Rank 1	-	-	-
Decoy Rank 3	65910	-	46	-	-	-	Decoy Rank 2	-	-	-
Decoy Rank 4	120760	-	61	-	-	-	Decoy Rank 3	-	-	-
Decoy Rank 5	209160	-	74	-	-	-	Decoy Rank 4	-	-	-
Aerial Mine Rank 1	10020	-	25	-	-	-	-	Aerial Mine Design Specs	Extra Ops 014/Los Cantos: Ridge	-
Aerial Mine Rank 2	32460	-	37	-	-	-	Aerial Mine Rank 1	-	-	-
Aerial Mine Rank 3	58970	-	43	-	-	-	Aerial Mine Rank 2	-	-	-
Aerial Mine Rank 4	134650	-	66	-	-	-	Aerial Mine Rank 3	-	-	-
Aerial Mine Rank 5	257310	-	87	-	-	-	Aerial Mine Rank 4	-	-	-
Fulton Sleep Gas Mine Rank 5	289720	-	62	-	52	63	-	Fulton Sleep Gas Mine Design Specs	Extra Ops 064/Complete Mission	-
Cookbook Rank 1	8010	-	22	-	-	4	-	Cookbook Research Notes	Extra Ops 128/Complete Mission	-
Cookbook Rank 2	26450	-	32	-	-	7	Cookbook Rank 1	-	-	-
Cookbook Rank 3	61280	-	44	-	-	21	Cookbook Rank 2	-	-	-
Cookbook Rank 4	134650	-	66	-	-	47	Cookbook Rank 3	-	-	-
Cookbook Rank 5	235090	-	81	-	-	76	Cookbook Rank 4	-	-	-



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NAME	GMP	CMB	R&D	MSH	MDC	INT	WEAPON REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Support Supply Marker (Set) Rank 1	2100	-	9	-	-	1	-	Support Supply Mk. (Set) Design Specs	Main Ops 05/Complete Mission	-
Support Strike Marker (Set) Rank 1	37380	-	24	-	-	4	-	Support Strike Mk. (Set) Design Specs	Main Ops 05/Complete Mission	-

ITEMS

NAME	GMP	CMB	R&D	MSH	MDC	INT	ITEM REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
RECOVERY ITEMS										
Ration Rank 1	-	-	-	-	-	-	-	-	-	-
Ration Rank 2	14420	-	22	5	-	-	Ration Rank 1	-	-	-
Ration Rank 3	40070	-	34	14	-	-	Ration Rank 2	-	-	Three-Star Chef/Extra Ops 012
Ration Rank 4	67980	-	42	26	-	-	Ration Rank 3	-	-	Four-Star Chef/Extra Ops 057
Ration Rank 5	112870	-	48	39	-	-	Ration Rank 4	-	-	Five-Star Chef/Extra Ops 060
Rare Ration Rank 1	-	-	-	-	-	-	-	-	-	-
Rare Ration Rank 2	-	-	-	-	-	-	-	-	-	-
Rare Ration Rank 3	-	-	-	-	-	-	-	-	-	-
Rare Ration Rank 4	-	-	-	-	-	-	-	-	-	-
Rare Ration Rank 5	-	-	-	-	-	-	-	-	-	-
Well-done Ration Rank 1	-	-	-	-	-	-	-	-	-	-
Well-done Ration Rank 2	-	-	-	-	-	-	-	-	-	-
Well-done Ration Rank 3	-	-	-	-	-	-	-	-	-	-
Well-done Ration Rank 4	-	-	-	-	-	-	-	-	-	-
Well-done Ration Rank 5	-	-	-	-	-	-	-	-	-	-
Burnt Ration Rank 1	-	-	-	-	-	-	-	-	-	-
Burnt Ration Rank 2	-	-	-	-	-	-	-	-	-	-

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Burnt Ration Rank 3	-	-	-	-	-	-	-	-	-	-
Burnt Ration Rank 4	-	-	-	-	-	-	-	-	-	-
Burnt Ration Rank 5	-	-	-	-	-	-	-	-	-	-
Spicy Curry Rank 1	2880	-	12	5	-	-	-	Curry Recipe	Main Ops 07/Complete Mission	-
Spicy Curry Rank 2	28850	-	34	16	-	-	Spicy Curry Rank 1	-	-	-
Great Curry Rank 3	52020	-	40	26	-	-	-	Curry Recipe	Main Ops 07/Complete Mission	-
Great Curry Rank 4	70760	-	43	37	-	-	Great Curry Rank 3	-	-	-
Future Curry Rank 5	116570	-	49	51	-	-	-	Curry Recipe	Main Ops 07/Complete Mission	-
Tortilla Chips Rank 1	2100	-	9	4	-	-	-	Tortilla Chips Recipe	Main Ops 04/Complete Mission	-
Mate Tea Rank 1	-	-	-	-	-	-	-	-	-	-
Mate Tea Rank 2	10810	-	19	16	-	-	Mate Tea Rank 1	-	-	-
Mate Tea Rank 3	40070	-	34	28	-	-	Mate Tea Rank 2	-	-	-
Mate Tea Rank 4	59650	-	39	32	-	-	Mate Tea Rank 3	-	-	-
Mate Tea Rank 5	98050	-	44	36	-	-	Mate Tea Rank 4	-	-	-
Lime Soda Rank 1	4670	-	17	14	-	-	-	Canned Soft Drink Recipe	Main Ops 04/Complete Mission	-
Zero-calorie Soda Rank 2	14420	-	22	18	-	-	-	Canned Soft Drink Recipe	Main Ops 04/Complete Mission	-
Men's Cologne Rank 1	2880	-	12	-	-	-	-	Cologne Design Specs	Extra Ops 011/Complete Mission	-
EQUIPMENT										
Fulton Recovery System Rank 1	-	-	-	-	-	-	-	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	ITEM REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Fulton Recovery System Rank 2	5190	-	12	-	-	-	Fulton Recovery System Rank 1	-	-	-
Fulton Recovery System Rank 3	23370	-	24	-	-	-	Fulton Recovery System Rank 2	-	-	-
Fulton Recovery System Rank 4	87430	-	49	-	-	-	Fulton Recovery System Rank 3	-	-	-
Fulton Recovery System Rank 5	164720	-	62	-	-	-	Fulton Recovery System Rank 4	-	-	-
Analyzer Rank 1	1980	-	2	-	-	-	-	-	-	-
Analyzer Rank 2	20810	-	19	-	-	-	Analyzer Rank 1	-	-	-
Analyzer Rank 3	36730	-	32	-	-	20	Analyzer Rank 2	-	-	-
Analyzer Rank 4	92980	-	51	-	-	41	Analyzer Rank 3	-	-	-
Analyzer Rank 5	161010	-	61	-	-	61	Analyzer Rank 4	-	-	-
Ballistic Shield Rank 1	16010	-	19	-	-	-	-	Ballistic Shield Design Specs	Main Ops 11/Complete Mission	-
Ballistic Shield Rank 2	26820	10	24	-	-	-	Ballistic Shield Rank 1	-	-	-
Ballistic Shield Rank 3	52020	24	40	-	-	-	Ballistic Shield Rank 2	-	-	-
Ballistic Shield Rank 4	115210	48	59	-	-	-	Ballistic Shield Rank 3	-	-	-
Ballistic Shield Rank 5	212870	75	75	-	-	-	Ballistic Shield Rank 4	-	-	-
Ballistic Shield (Red) Rank 1	25440	36	45	-	-	-	-	Ballistic Shield (Color) Design Specs	Extra Ops 055/Heliport	-
Ballistic Shield (Blue) Rank 2	59130	43	53	-	-	-	Ballistic Shield (Red) Rank 1	-	-	-
Ballistic Shield (Green) Rank 3	84430	44	54	-	-	-	Ballistic Shield (Blue) Rank 2	-	-	-
Ballistic Shield (Yellow) Rank 4	137430	54	67	-	-	-	Ballistic Shield (Green) Rank 3	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	ITEM REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Ballistic Shield (Black) Rank 5	242500	67	83	-	-	-	Ballistic Shield (Yellow) Rank 4	-	-	-
Night Vision Goggles Rank 1	21680	-	20	-	-	4	-	Night Vision Goggles Design Specs	Main Ops 10/Complete Mission	-
Night Vision Goggles Rank 2	48030	-	25	-	-	12	Night Vision Goggles Rank 1	-	-	-
Night Vision Goggles Rank 3	122490	-	51	-	-	33	Night Vision Goggles Rank 2	-	-	-
Night Vision Goggles Rank 4	202980	-	69	-	-	58	Night Vision Goggles Rank 3	-	-	-
Night Vision Goggles Rank 5	332310	-	87	-	-	89	Night Vision Goggles Rank 4	-	-	-
Sonic Eye Rank 1	11670	-	15	-	-	3	-	Sonic Eye Design Specs	Main Ops 06/Complete Mission	-
Sonic Eye Rank 2	26820	-	24	-	-	10	Sonic Eye Rank 1	-	-	-
Sonic Eye Rank 3	52020	-	40	-	-	26	Sonic Eye Rank 2	-	-	-
Sonic Eye Rank 4	134650	-	66	-	-	55	Sonic Eye Rank 3	-	-	-
Sonic Eye Rank 5	235090	-	81	-	-	83	Sonic Eye Rank 4	-	-	-
Love Box Rank 1	-	-	-	-	-	-	-	-	-	-
Love Box Rank 2	22840	-	29	-	-	-	Love Box Rank 1	-	-	-
Love Box Rank 3	45080	-	37	-	-	-	Love Box Rank 2	-	-	-
Love Box Rank 4	92980	-	51	-	-	-	Love Box Rank 3	-	-	-
Love Box Rank 5	212870	-	75	-	-	-	Love Box Rank 4	-	-	-
Cardboard Box Tank Rank 1	24520	-	44	-	-	-	-	Cardboard Box Tank Design Specs	Main Ops 28/Complete Mission	-
Cardboard Box Tank Rank 2	55790	-	51	-	-	-	Cardboard Box Tank Rank 1	-	-	-



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NAME	GMP	CMB	R&D	MSH	MDC	INT	ITEM REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Cardboard Box Tank Rank 3	107580	-	64	-	-	-	Cardboard Box Tank Rank 2	-	-	-
Cardboard Box Tank Rank 4	145760	-	70	-	-	-	Cardboard Box Tank Rank 3	-	-	-
Cardboard Box Tank Rank 5	242500	-	83	-	-	-	Cardboard Box Tank Rank 4	-	-	-
Cardboard Box Tank (Stun Cannon) Rank 2	69130	-	59	-	-	-	-	Cardboard Box Tank Design Specs	Main Ops 28/Complete Mission	-
Cardboard Box Tank (Stun Cannon) Rank 3	114520	-	67	-	-	-	Cardboard Box Tank (Stun Cannon) Rank 2	-	-	-
Cardboard Box Tank (Stun Cannon) Rank 4	156870	-	74	-	-	-	Cardboard Box Tank (Stun Cannon) Rank 3	-	-	-
Cardboard Box Tank (Stun Cannon) Rank 5	253610	-	86	-	-	-	Cardboard Box Tank (Stun Cannon) Rank 4	-	-	-
Cardboard Box Tank (Smoke Shell) Rank 2	64130	-	56	-	-	-	-	Cardboard Box Tank Design Specs	Main Ops 28/Complete Mission	-
Cardboard Box Tank (Smoke Shell) Rank 3	112210	-	66	-	-	-	Cardboard Box Tank (Smoke Shell) Rank 2	-	-	-
Cardboard Box Tank (Smoke Shell) Rank 4	151320	-	72	-	-	-	Cardboard Box Tank (Smoke Shell) Rank 3	-	-	-
Cardboard Box Tank (Smoke Shell) Rank 5	246200	-	84	-	-	-	Cardboard Box Tank (Smoke Shell) Rank 4	-	-	-
Box Bomb Rank 1	27290	38	47	-	-	-	-	Box Bomb Design Specs	Main Ops 28/Puerto del Alba	-
Box Bomb Rank 2	60790	44	54	-	-	-	Box Bomb Rank 1	-	-	-
Box Bomb Rank 3	102950	50	62	-	-	-	Box Bomb Rank 2	-	-	-
Box Bomb Rank 4	142980	56	69	-	-	-	Box Bomb Rank 3	-	-	-
Box Bomb Rank 5	235090	65	81	-	-	-	Box Bomb Rank 4	-	-	-

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NAME	GMP	CMB	R&D	MSH	MDC	INT	ITEM REQUIRED TO DEVELOP	ITEM REQUIRED TO DEVELOP	MISSION/LOCATION	SKILL REQUIRED TO DEVELOP
Stun Box Rank 2	64130	45	56	-	-	-	-	Stun Box Design Specs	Main Ops 32/Miner's Residence	-
Stun Box Rank 3	107580	52	64	-	-	-	Stun Box Rank 2	-	-	-
Stun Box Rank 4	156870	60	74	-	-	-	Stun Box Rank 3	-	-	-
Stun Box Rank 5	246200	68	84	-	-	-	Stun Box Rank 4	-	-	-
Smoke Box Rank 2	55790	41	51	-	-	-	-	Smoke Box Design Specs	Main Ops 31/Aldea Los Despiertos	-
Smoke Box Rank 3	96010	48	59	-	-	-	Smoke Box Rank 2	-	-	-
Smoke Box Rank 4	137430	54	67	-	-	-	Smoke Box Rank 3	-	-	-
Smoke Box Rank 5	209160	60	74	-	-	-	Smoke Box Rank 4	-	-	-
Assassin's Straw Box Rank 1	18040	-	37	-	-	-	-	Obtain in "Travel to the Mine Base"	Main Ops 16/Miner's Residence	-
Rescue Box Rank 1	25440	-	45	-	36	-	-	Rescue Box Design Specs	Main Ops 31/Complete Mission	-
Rescue Box Rank 2	72460	-	61	-	49	-	Rescue Box Rank 1	-	-	-
Rescue Box Rank 3	119150	-	69	-	56	-	Rescue Box Rank 2	-	-	-
Rescue Box Rank 4	170760	-	79	-	64	-	Rescue Box Rank 3	-	-	-
Rescue Box Rank 5	253610	-	86	-	69	-	Rescue Box Rank 4	-	-	-
Binoculars Rank 1	-	-	-	-	-	-	-	-	-	-
Camera Rank 1	-	-	-	-	-	-	-	-	-	-
WALKMAN (TPS-L2) Rank 1	3410	-	14	-	-	-	-	-	-	-
WALKMAN (WM-2) Rank 2	20430	-	27	-	-	-	WALKMAN (TPS-L2) Rank 1	-	-	-
WALKMAN (WM-EX88) Rank 3	61280	-	44	-	-	-	WALKMAN (WM-2) Rank 2	-	-	-
WALKMAN (NWD-W202) Rank 4	123540	-	62	-	-	-	WALKMAN (WM-EX88) Rank 3	-	-	-

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ID Card (H)	-	-	120	-	-	-	-	Clear "Pupa Battle"	Main Ops 10/Complete Mission	-
Stealth Mat Rank 1	201760	-	45	-	-	9	-	Stealth Mat Design Specs	Main Ops 33/Complete Mission	Metamaterials Technology/Extra Ops 049
Stealth Mat Rank 2	349900	-	85	-	-	34	Stealth Mat Rank 1	-	-	Metamaterials Technology/Extra Ops 049
Stealth Camouflage Rank 5	361010	-	88	-	-	88	-	Stealth Camouflage Design Specs	Extra Ops 050/Complete with S Rank	Metamaterials Technology/Extra Ops 049
Infinity Bandana Rank 1	565260	88	88	-	-	-	-	Infinity Bandana Design Specs	Extra Ops 119/Complete with S Rank	-
RADARS										
Surround Indicator Rank 1	-	-	-	-	-	-	-	-	-	-
Surround Indicator Rank 2	22610	-	17	-	-	7	Surround Indicator Rank 1	-	-	-
Soliton Radar Rank 1	219300	-	39	-	-	41	-	Soliton Radar Design Specs	Main Ops 27/Complete Mission	-
Soliton Radar Rank 2	297070	-	53	-	-	55	Soliton Radar Rank 1	-	-	-
Soliton Radar Rank 3	358190	-	64	-	-	66	Soliton Radar Rank 2	-	-	-
Soliton Radar Rank 4	441520	-	79	-	-	81	Soliton Radar Rank 3	-	-	-
Soliton Radar Rank 5	485960	-	87	-	-	89	Soliton Radar Rank 4	-	-	-

## UNIFORMS

NAME	MISSION/LOCATION
Jungle Fatigues	Owned at Start
Naked	Owned at Start
Tiger Stripe	Main Ops 03/Bananal Fruta de Oro: Sorting Shed
Tiger Stripe (Naked)	Main Ops 03/Complete Mission
Desert Auscam	Main Ops 08/Aldea Los Despiertos
Desert Auscam (Naked)	Main Ops 08/Complete Mission
Snake	Main Ops 11/Selva de la Leche: Hillside
Snake (Naked)	Main Ops 11/Complete Mission
Sneaking Suit	Main Ops 12/Complete Mission
Battle Dress	Main Ops 22/Complete Mission
Tuxedo	Main Ops 26/Complete Mission
T-Shirt	Extra Ops 001/Shooting Range
Commando (VS Only)	Extra Ops 009/Complete Mission
Patrolman (VS Only)	Extra Ops 011/Complete Mission
Leaf	Extra Ops 014/Complete with S Rank
Leaf (Naked)	Extra Ops 014/Complete with S Rank
Russian Soldier (VS Only)	Extra Ops 024/Complete Mission
Escort Soldier (VS Only)	Extra Ops 027/Complete Mission
Splitter	Extra Ops 029/Playa del Alba
Splitter (Naked)	Extra Ops 029/Complete Mission

## UNIFORMS (CONT.)

NAME	MISSION/LOCATION
Squares	Extra Ops 030/Bananal Fruta de Oro: Sorting Shed
Squares (Naked)	Extra Ops 030/Complete Mission
Russian Commando (VS Only)	Extra Ops 037/Complete Mission
Guard (VS Only)	Extra Ops 038/Complete Mission
Battle Dress (with Helmet)	Extra Ops 041/Complete Mission
Choco Chip	Extra Ops 045/Complete with S Rank
Choco Chip (Naked)	Extra Ops 045/Complete with S Rank
Male POW (VS Only)	Extra Ops 052/Complete Mission
Female POW (VS Only)	Extra Ops 055/Complete Mission
Scout (VS Only)	Extra Ops 061/Complete Mission
Stench	Extra Ops 061/Complete with S Rank
Neo Moss	Extra Ops 062/Contact "The End" through Codec
Mechanic (VS Only)	Extra Ops 066/Complete Mission
Amanda	Extra Ops 067/Complete with S Rank
Miller	Extra Ops 068/Complete with S Rank
Ratholos	Extra Ops 121 and 122/Complete with S Rank
Tigrex	Extra Ops 123 and 124/Complete with S Rank
Gear REX	Extra Ops 125-128/Complete with S Rank
Swim Trunks	Complete all Main Ops and Extra Ops Missions
Bikini Top	Complete all Main Ops and Extra Ops Missions



## OUTER OPS MISSIONS

In addition to gaining experience and bonus GMP for your Combat Team, Outer Ops missions can earn you special rewards. There are three rewards that can be earned for completing each Outer Ops mission. The normal reward is always awarded when the mission is completed and usually consists of ammo. There are two special rewards that can be earned, too. You have a 5 to 60 percent chance of earning the first special reward (uniforms) and a 5 to 35 percent chance of earning the second special reward (design specs). So if you don't earn these rewards the first time through, continue assigning them to the same missions until you obtain all the rewards. Use the information in the table to replay the missions that give you the best probability of earning these rewards.

## OUTER OPS MISSIONS/REWARDS

Num	Mission Name	Rank	Reward (Normal)	Reward (Special 1)	Chance	Reward (Special 2)	Chance
1	Destroy the Infantry Unit 01	E	Cardboard Box Tank Rank 1 x3	Uniform: Leaf (Naked)	5%	RK47(GL) Design Specs	5%
2	Destroy the Infantry Combat Unit 01	D	Cardboard Box Tank (Stun Cannon) Rank 2 x3	Uniform: Leaf (Naked)	10%	RK47(GL) Design Specs	10%
3	Destroy the Infantry Combat Unit 02	D	Cardboard Box Tank (Stun Cannon) Rank 2 x3	Uniform: Leaf (Naked)	20%	RK47(GL) Design Specs	15%
4	Destroy the Small Armored Unit 01	D+	12 Gauge Shotgun x25	Uniform: Leaf (Naked)	40%	RK47(GL) Design Specs	20%
5	Destroy the Small Armored Unit 02	D+	12 Gauge Shotgun x25	Uniform: Choco Chip (Naked)	5%	XFIM-92A Design Specs	5%
6	Destroy the Small Armored Unit 03	D+	12 Gauge Shotgun x25	Uniform: Choco Chip (Naked)	10%	XFIM-92A Design Specs	10%
7	Eliminate the Armored Vehicle Unit 01	C	Box Bomb Rank 1 x3	Uniform: Choco Chip (Naked)	20%	XFIM-92A Design Specs	15%
8	Eliminate the Medium Combat Unit 01	C	40mm Smoke Rounds (M16) x20	Uniform: Choco Chip (Naked)	40%	XFIM-92A Design Specs	20%
9	Destroy the Infantry Unit 02	D+	Cardboard Box Tank Rank 1 x3	Uniform: Choco Chip (Naked)	5%	M63A1 Design Specs	5%
10	Capture the Enemy Facility 01	C	Carl Gustav Fulton Rounds x5	Uniform: Choco Chip (Naked)	10%	M63A1 Design Specs	10%
11	Destroy the Infantry Unit 03	D+	Cardboard Box Tank Rank 1 x3	Uniform: Choco Chip (Naked)	20%	M63A1 Design Specs	15%
12	Destroy the Attack Chopper Unit 01	C	Stun Box Rank 2 x3	Uniform: Choco Chip (Naked)	40%	M63A1 Design Specs	20%
13	Defend the Base 01	D+	Spicy Curry Rank 2 x5	Uniform: Tiger Stripe (Naked)	5%	RK47(GL) Design Specs	5%
14	Eliminate the Armored Vehicle Unit 02	C+	Box Bomb Rank 1 x3	Uniform: Tiger Stripe (Naked)	10%	RK47(GL) Design Specs	10%
15	Eliminate the Armored Vehicle Unit 03	B	Box Bomb Rank 1 x3	Uniform: Tiger Stripe (Naked)	20%	RK47(GL) Design Specs	15%
16	Eliminate the Scout Unit 01	C	Rescue Box Rank 1 x3	Uniform: Tiger Stripe (Naked)	40%	RK47(GL) Design Specs	20%
17	Destroy the Small Attack Chopper Unit 01	C	Great Curry Rank 4 x4	Uniform: Leaf (Naked)	5%	M63A1 Design Specs	5%
18	Eliminate the Scout Unit 02	C+	Rescue Box Rank 1 x3	Uniform: Leaf (Naked)	10%	M63A1 Design Specs	10%
19	Destroy the Small Attack Chopper Unit 02	C	Great Curry Rank 4 x4	Uniform: Leaf (Naked)	20%	M63A1 Design Specs	15%
20	Defend the Base 02	C	Spicy Curry Rank 2 x5	Uniform: Leaf (Naked)	40%	M63A1 Design Specs	20%

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Num	Mission Name	Rank	Reward (Normal)	Reward (Special 1)	Chance	Reward (Special 2)	Chance
21	Destroy the Attack Chopper Unit 02	B	Stun Box Rank 2 x3	Uniform: Choco Chip (Naked)	5%	ADM65 Design Specs	5%
22	Destroy the Small Armored Unit 04	C+	12 Gauge Shotgun x25	Uniform: Choco Chip (Naked)	10%	ADM65 Design Specs	10%
23	Destroy the Attack Chopper Unit 03	B+	Stun Box Rank 2 x3	Uniform: Choco Chip (Naked)	20%	ADM65 Design Specs	15%
24	Destroy the Attack Chopper Unit 04	B+	Stun Box Rank 2 x3	Uniform: Choco Chip (Naked)	40%	ADM65 Design Specs	20%
25	Destroy the Infantry Unit 04	C+	Cardboard Box Tank Rank 1 x3	Uniform: Choco Chip (Naked)	5%	RK47(SGL) Design Specs	5%
26	Eliminate the Armored Vehicle Unit 04	A+	Box Bomb Rank 1 x3	Uniform: Choco Chip (Naked)	10%	RK47(SGL) Design Specs	10%
27	Defend the Base 03	B	Spicy Curry Rank 2 x5	Uniform: Choco Chip (Naked)	20%	RK47(SGL) Design Specs	15%
28	Destroy the Small Tank Unit 01	B	12 Gauge Shotgun x25	Uniform: Choco Chip (Naked)	40%	RK47(SGL) Design Specs	20%
29	Destroy the Small Tank Unit 02	B	12 Gauge Shotgun x25	Uniform: Tiger Stripe (Naked)	5%	ADM65 Design Specs	5%
30	Destroy the Attack Chopper Unit 05	B+	Stun Box Rank 2 x3	Uniform: Tiger Stripe (Naked)	10%	ADM65 Design Specs	10%
31	Eliminate the Enemy Outpost Unit 01	B+	Cardboard Box Tank (Smoke Shell) Rank 2 x3	Uniform: Tiger Stripe (Naked)	20%	ADM65 Design Specs	15%
32	Destroy the Main Enemy Unit 01	B+	Ballistic Shield Rank 5 x3	Uniform: Tiger Stripe (Naked)	40%	ADM65 Design Specs	20%
33	Destroy the Attack Chopper Unit 06	B+	Stun Box Rank 2 x3	Uniform: Desert Auscam (Naked)	5%	RK47(SGL) Design Specs	5%
34	Defend the Key Base 01	B+	Carl Gustav Fulton Rounds x5	Uniform: Desert Auscam (Naked)	10%	RK47(SGL) Design Specs	10%
35	Eliminate the Medium Combat Unit 02	B+	40mm Smoke Rounds (M16) x20	Uniform: Desert Auscam (Naked)	20%	RK47(SGL) Design Specs	15%
36	Defend the Base 04	B+	Spicy Curry Rank 2 x5	Uniform: Desert Auscam (Naked)	40%	RK47(SGL) Design Specs	20%
37	Eliminate the Main Enemy Unit 01	A+	Cardboard Box Tank (Stun Cannon) Rank 2 x3	Uniform: Desert Auscam (Naked)	5%	Kampfpistole Design Specs	5%
38	Eliminate the Enemy Outpost Unit 02	A	Cardboard Box Tank (Smoke Shell) Rank 2 x3	Uniform: Desert Auscam (Naked)	10%	Kampfpistole Design Specs	10%
39	Destroy the Main Enemy Unit 02	A+	Ballistic Shield Rank 5 x3	Uniform: Desert Auscam (Naked)	20%	Kampfpistole Design Specs	15%
40	Eliminate the Tank Unit 01	S	Carl Gustav Fulton Rounds x5	Uniform: Desert Auscam (Naked)	40%	Kampfpistole Design Specs	20%
41	Capture the Enemy Outpost 01	B+	Cardboard Box Tank (Smoke Shell) Rank 2 x3	Uniform: Squares (Naked)	5%	Kampfpistole Design Specs	5%
42	Eliminate the Medium Combat Unit 03	B+	40mm Smoke Rounds (M16) x20	Uniform: Squares (Naked)	10%	Kampfpistole Design Specs	10%
43	Eliminate the Enemy Outpost Unit 03	A+	Cardboard Box Tank (Smoke Shell) Rank 2 x3	Uniform: Squares (Naked)	20%	Kampfpistole Design Specs	15%
44	Destroy the Main Enemy Unit 03	S+	Ballistic Shield Rank 5 x3	Uniform: Squares (Naked)	40%	Kampfpistole Design Specs	20%
45	Capture the Enemy Facility 02	A	Carl Gustav Fulton Rounds x5	Uniform: Squares (Naked)	5%	Kampfpistole Design Specs	5%
46	Eliminate the Tank Unit 02	S	Carl Gustav Fulton Rounds x5	Uniform: Squares (Naked)	10%	Kampfpistole Design Specs	10%

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Num	Mission Name	Rank	Reward (Normal)	Reward (Special 1)	Chance	Reward (Special 2)	Chance
47	Eliminate the Medium Combat Unit 04	A	40mm Smoke Rounds (M16) x20	Uniform: Squares (Naked)	20%	Kampfpistole Design Specs	15%
48	Eliminate the Armored Unit 01	A	40mm Smoke Rounds (RK) x20	Uniform: Squares (Naked)	40%	Kampfpistole Design Specs	20%
49	Capture the Enemy Outpost 02	A	Cardboard Box Tank (Smoke Shell) Rank 2 x3	Uniform: Splitter (Naked)	10%	CAW Design Specs	5%
50	Eliminate the Medium Combat Unit 05	S	40mm Smoke Rounds (M16) x20	Uniform: Splitter (Naked)	20%	CAW Design Specs	10%
51	Destroy the Tank Unit 01	S+	Carl Gustav Fulton Rounds x5	Uniform: Splitter (Naked)	30%	CAW Design Specs	15%
52	Defend the Key Base 02	A+	Carl Gustav Fulton Rounds x5	Uniform: Splitter (Naked)	40%	CAW Design Specs	20%
53	Defend the Key Base 03	S	Carl Gustav Fulton Rounds x5	Uniform: Splitter (Naked)	10%	XFIM-92A Design Specs	5%
54	Eliminate the Main Enemy Unit 02	S	Cardboard Box Tank (Stun Cannon) Rank 2 x3	Uniform: Splitter (Naked)	20%	XFIM-92A Design Specs	10%
55	Destroy the Main Enemy Unit 04	S+	Ballistic Shield Rank 5 x3	Uniform: Splitter (Naked)	30%	XFIM-92A Design Specs	15%
56	Eliminate the Armored Unit 02	S	40mm Smoke Rounds (RK) x20	Uniform: Splitter (Naked)	40%	XFIM-92A Design Specs	20%
57	Eliminate the Medium Combat Unit 06	S+	40mm Smoke Rounds (M16) x20	Uniform: Snake (Naked)	15%	CAW Design Specs	5%
58	Eliminate the Armored Unit 03	S+	40mm Smoke Rounds (RK) x20	Uniform: Snake (Naked)	30%	CAW Design Specs	10%
59	Eliminate the Enemy Outpost Unit 04	S	Cardboard Box Tank (Smoke Shell) Rank 2 x3	Uniform: Snake (Naked)	45%	CAW Design Specs	15%
60	Capture the Enemy Facility 03	S+	Carl Gustav Fulton Rounds x5	Uniform: Snake (Naked)	60%	CAW Design Specs	20%
61	Destroy the Tank Unit 02	S++	Carl Gustav Fulton Rounds x5	Uniform: Snake (Naked)	15%	SVD(NV) Design Specs	5%
62	Eliminate the Armored Unit 04	S+	40mm Smoke Rounds (RK) x20	Uniform: Snake (Naked)	30%	SVD(NV) Design Specs	10%
63	Defend the Key Base 04	S+	Carl Gustav Fulton Rounds x5	Uniform: Snake (Naked)	45%	SVD(NV) Design Specs	15%
64	Eliminate the Armored Unit 05	S+	40mm Smoke Rounds (RK) x20	Uniform: Snake (Naked)	60%	SVD(NV) Design Specs	20%
65	Capture the Enemy Base 01	S+	M47 Missile x10	Uniform: Snake (Naked)	15%	CAW Design Specs	10%
66	Capture the Enemy Facility 04	S+	Carl Gustav Fulton Rounds x5	Uniform: Snake (Naked)	30%	CAW Design Specs	10%
67	Capture the Enemy Base 02	S++	M47 Missile x10	Uniform: Snake (Naked)	45%	CAW Design Specs	35%
68	Eliminate the Armored Unit 06	S++	40mm Smoke Rounds (RK) x20	Uniform: Snake (Naked)	60%	CAW Design Specs	35%
69	Capture the Enemy Base 03	S++	M47 Missile x10	Uniform: Battle Dress (with helmet)	15%	SVD(NV) Design Specs	35%
70	Capture the Enemy Base 04	S++	M47 Missile x10	Uniform: Battle Dress (with helmet)	30%	SVD(NV) Design Specs	35%
71	Capture the Enemy Base 05	S++	M47 Missile x10	Uniform: Battle Dress (with helmet)	45%	SVD(NV) Design Specs	35%
72	Capture the Enemy Base 06	S++	M47 Missile x10	Uniform: Battle Dress (with helmet)	60%	SVD(NV) Design Specs	35%

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## CODE NAMES AND INSIGNIAS

As you advance through the game, you can earn a variety of code names and insignias based on your progress and style of play. Refer to the tables for complete lists of all 24 code names and 82 insignias.

### Weapon Usage

**All Weapons:** The usage count of each weapon category (handgun, shotgun, etc.) is near each other.

**Short-Range Weapons:** The usage count of short-ranged weapons (handguns, submachine guns, shotguns) is greater than any other weapon.

**Mid-Range Weapons:** The usage count of mid-ranged weapons (assault rifles, machine guns) is greater than any other weapon.

**Long-Range Weapons:** The usage count of long-ranged weapons (sniper rifles)

**Explosive Weapons:** The usage count of explosives (missiles, grenades, mines) is greater than any other weapon.

**CQC:** The usage count of CQC is greater than any other weapon.

**Stun Rod:** The usage count of the Stun Rod is greater than any other weapon.

### Play Style

**Non-Lethal:** The number of enemies knocked-out is greater than the number of enemies killed.

**Lethal:** The number of enemies killed is greater than the number of enemies knocked-out.

**Single:** Camaraderie is less than a certain value.

**CO-OPS:** Camaraderie is greater than a certain value.

## CODENAME CRITERIA

Codename	Weapon Usage	Play Style	Star Rank	1-Star	2-Star	3-Star	4-Star	5-Star
FOX HOUND	All Weapons	Non-Lethal	Mission Clear Rate	> 50%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	> 10,000	> 50,000	> 100,000	> 150,000	> 250,000
FOX	All Weapons	Non-Lethal	Mission Clear Rate	> 50%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	> 10,000	> 50,000	> 100,000	> 150,000	> 250,000
DOBERMAN	All Weapons	Lethal	Mission Clear Rate	> 50%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	> 10,000	> 50,000	> 100,000	> 150,000	> 250,000



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Codename	Weapon Usage	Play Style	Star Rank	1-Star	2-Star	3-Star	4-Star	5-Star
HOUND	All Weapons	Lethal	Mission Clear Rate	> 50%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	> 10,000	> 50,000	> 100,000	> 150,000	> 250,000
ANT	Short-Range Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
BUTTERFLY	Short-Range Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
BEE	Short-Range Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
SCORPION	Short-Range Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
DEER	Mid-Range Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
CAT	Mid-Range Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-

## CODENAME CRITERIA (CONT.)

Codename	Weapon Usage	Play Style	Star Rank	1-Star	2-Star	3-Star	4-Star	5-Star
WOLF	Mid-Range Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
PUMA	Mid-Range Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
GULL	Long-Range Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
SWALLOW	Long-Range Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
RAVEN	Long-Range Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
HAWK	Long-Range Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
WHALE	Explosive Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-

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## CODENAME CRITERIA (CONT.)

Codename	Weapon Usage	Play Style	Star Rank	1-Star	2-Star	3-Star	4-Star	5-Star
OCTOPUS	Explosive Weapons	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
PIRANHA	Explosive Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
ORCA	Explosive Weapons	Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
KANGAROO	CQC	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
BEAR	CQC	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-
FIREFLY	Stun Rod	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		CO-OPS	Camaraderie	> 10,000	> 50,000	> 100,000	> 200,000	> 500,000
			Heroism	-	-	-	-	-
EEL	Stun Rod	Non-Lethal	Mission Clear Rate	> 5%	> 50%	100%	100%	100%
			Total Mission Rank	-	-	-	>= A	S
		Single	Camaraderie	<= 10,000	<= 50,000	<= 100,000	<= 200,000	<= 500,000
			Heroism	-	-	-	-	-

## INSIGNIAS

Number	Name		Description
1	Stealth Master (Rank C)	25	Number of missions completed without being spotted by the enemy
2	Stealth Master (Rank B)	50	
3	Stealth Master (Rank A)	100	
4	Master of Non-Lethal Force (Rank C)	50	Number of missions completed without killing anyone
5	Master of Non-Lethal Force (Rank B)	100	
6	Master of Non-Lethal Force (Rank A)	200	
7	Hold-Up Master (Rank C)	100	Number of enemies held up
8	Hold-Up Master (Rank B)	250	
9	Hold-Up Master (Rank A)	500	
10	No-Recovery Master (Rank C)	50	Number of missions completed without using recovery items
11	No-Recovery Master (Rank B)	100	
12	No-Recovery Master (Rank A)	200	
13	CQC Master (Rank C)	100	Number of times CQC has been used
14	CQC Master (Rank B)	500	
15	CQC Master (Rank A)	1000	
16	Headshot Master (Rank C)	100	Number of headshots
17	Headshot Master (Rank B)	500	
18	Headshot Master (Rank A)	1000	
19	CO-OPS Specialist (Rank C)	250,000	Exceeding total Level of Camaraderie
20	CO-OPS Specialist (Rank B)	500,000	
21	CO-OPS Specialist (Rank A)	1,000,000	
22	Medic Master (Rank C)	50	Number of times CPR, Rescue Box, or Battle Cry has revived partner
23	Medic Master (Rank B)	100	
24	Medic Master (Rank A)	200	
25	CO-OP In Specialist	250	Number of CO-OP Ins
26	Snake Formation Specialist	250	Number of Snake Ins
27	Sync Specialist	250	Number of Snake Syncs
28	Mission Completion Specialist (Rank C)	-	All missions completed
29	Mission Completion Specialist (Rank B)	-	All missions Rank A

## INSIGNIAS (CONT.)

Number	Name		Description
30	Mission Completion Specialist (Rank A)	-	All missions Rank S
31	OUTER OPS Specialist (Rank C)	25%	Percent of OUTER OPS completed
32	OUTER OPS Specialist (Rank B)	50%	
33	OUTER OPS Specialist (Rank A)	100%	
34	Mission Completion Pro	500	Total completed missions
35	Naked Enthusiast	200	Missions completed naked
36	Fulton Recovery Specialist (Rank C)	100	Number of enemies/prisoners fultoned
37	Fulton Recovery Specialist (Rank B)	500	
38	Fulton Recovery Specialist (Rank A)	1000	
39	Parts Recovery Specialist (Rank C)	15	Number of mech parts obtained
40	Parts Recovery Specialist (Rank B)	30	
41	Parts Recovery Specialist (Rank A)	49	
42	Hunting Specialist (Rank C)	50	Number of monsters hunted
43	Hunting Specialist (Rank B)	100	
44	Hunting Specialist (Rank A)	200	
45	Insignia Collection Specialist (Rank C)	10%	Percent of Insignia completion
46	Insignia Collection Specialist (Rank B)	50%	
47	Insignia Collection Specialist (Rank A)	100%	
48	Codename Collection Specialist (Rank C)	10%	Percent of Codename completion
49	Codename Collection Specialist (Rank B)	50%	
50	Codename Collection Specialist (Rank A)	100%	
51	WAC Coordinator	-	All-female MSF team
52	Item Creator	-	Develop all items
53	Weapon Creator	-	Develop all weapons
54	Mech Hunting Specialist	-	Capture all mechs
55	Handgun Specialist	-	Level Max - Handguns
56	Submachine Gun Specialist	-	Level Max - Submachine Guns



## INSIGNIAS (CONT.)

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Number	Name		Description
57	Shotgun Specialist	-	Level Max - Shotguns
58	Assault Rifle Specialist	-	Level Max - Assault Rifles
59	Sniper Rifle Specialist	-	Level Max - Sniper Rifles
60	Machine Gun Specialist	-	Level Max - Machine Guns
61	Missile Specialist	-	Level Max - Missiles
62	Grenade Specialist	-	Level Max - Throwing Weapons
63	Explosives Specialist	-	Level Max - Placeable Weapons
64	Stun Rod Specialist	-	Level Max - Stun Rod
65	Weapon Master	-	Level Max - All Weapons
66	Mother Base Development Specialist	-	Mother Base Final Stage
67	Mother Base Master	-	Mother Base Perfect Completion
68	VS Rookie	1	
69	VS Enthusiast (Rank C)	50	Number of matches played in VERSUS OPS
70	VS Enthusiast (Rank B)	100	
71	VS Enthusiast (Rank A)	250	

## SECRETS

As in past installments of the series, the designers have placed several hidden elements in the game just waiting to be discovered. Can you find them all?

For details on unlocking the True Ending, reference the Outer Heaven section of the Main Ops chapter.

NOTE

### Hunter Missions

In the hunter missions, you must take-on several dinosaur-like creatures. These play much like the AI boss battles and you can earn special uniforms and other unique items for completing them. These missions also feature a BBQ spit in the stage to cook Rations, increasing their effectiveness. To unlock these missions (Extra Ops 121 to 128), follow these steps:

## INSIGNIAS (CONT.)

Number	Name		Description
72	VS Master (Rank C)	50	Number of matches won in VERSUS OPS
73	VS Master (Rank B)	100	
74	VS Master (Rank A)	200	
75	Deathmatch Master	50	Number of "Deathmatch" wins
76	Team Deathmatch Master	50	Number of "Team Deathmatch" wins
77	Base Master	50	Number of "Base" wins
78	Capture Pro	50	Number of "Capture" wins
79	VS Battle Master (Rank C)	100	Number of VERSUS opponents neutralized
80	VS Battle Master (Rank B)	250	
81	VS Battle Master (Rank A)	500	
82	VS Fulton Recovery Specialist (Rank C)	10	Number of VERSUS opponents fultoned
83	VS Fulton Recovery Specialist (Rank B)	50	
84	VS Fulton Recovery Specialist (Rank A)	100	

- Listen to all of Chico's tapes pertaining to UMAs in the Briefing Files
  - River Valley/The Real Basilisco: Appears after Main Ops 05
  - Crater Area/The Loch Ness Monster: Appears after Main Ops 08
  - Crater Area/Nahuelito: Appears after Main Ops 08
  - Crater Area/Ogopogo: Appears after Main Ops 08
  - Crater Area/Mokele Mbembe: Appears after Main Ops 08
  - Tropical Cloud Forest/Bigfoot: Appears after Main Ops 10
  - Tropical Cloud Forest/Mondo Grande: Appears after Main Ops 10
  - Ruins/Kongamato: Appears after Main Ops 13
  - Mine Base/UFOs: Appears after Main Ops 15
  - Mine Base/Abductions: Appears after Main Ops 15
  - Mine Base/Elbakki: Appears after Main Ops 15

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- 2: Select Extra Ops 029 or Extra Ops 035 and play the mission as Snake.
- 3: The mission starts in the jungle area; however, you need to backtrack to the coastal area.
- 4: Trenya appears on a boat near a bridge located above water. Approach Trenya to trigger a cutscene and complete the mission. At this point, the hunter Extra Ops missions are available.

## ■ Assassin's Straw Box

The amazing Leap of Faith, used by Ezio in *Assassin's Creed 2* when jumping from great heights into a haystack, has been recreated. The infamous haystack from *Assassin's Creed* and the cardboard box from the *Metal Gear* series have been fused to form the Assassin's Straw Box. Look for opportunities to dive into the Straw Box from rooftops. Or hide in the Straw Box and neutralize enemies that pass by, pulling their bodies into the box to take care of business out of sight from other enemies. The Assassin's Straw Box is first encountered in Main Ops 16 on the east side of the Miner's Residence map. Try jumping off the nearby rooftop to perform a Leap of Faith into the box. More boxes can be found in the Extra Ops missions.


## ■ Dr. Strangelove's Cassette Tapes

After defeating Peace Walker in Main Ops 26, replay battles with the Pupa, Chrysalis, and Cocoon. At the end of each battle when you enter the AI pod, watch for a "!" icon to appear on the screen. When you see the "!" icon, press  to receive one of Dr. Strangelove's cassette tapes. There are three tapes, one available in each AI pod. To listen to the tapes, go to Briefing Files/File Library/Data Files/Strangelove's Memories.

## ■ Paz's Diary

After Main Ops 33, play one of the following:

- Extra Ops 112/AI Weapon Battle: Pupa Type II
- Extra Ops 113/AI Weapon Battle: Pupa Custom
- Extra Ops 114/AI Weapon Battle: Chrysalis Type II
- Extra Ops 115/AI Weapon Battle: Chrysalis Custom
- Extra Ops 116/AI Weapon Battle: Cocoon Type II
- Extra Ops 117/AI Weapon Battle: Cocoon Custom

As you enter the AI pod at the end of the battle, press  when you see a "!" icon on the screen to retrieve all 10 diary tapes. Listen to the tapes in Briefing Files/Data Files/Paz's Diary.

## ■ Wired Tap Call

When you complete all the missions, you will receive a Wired Tap Call notification. Go to Briefing Files/File Library/Data Files/Secret File to listen to the tape.

## ■ Date with Paz

Extra Ops 067 gives you the opportunity to spend some quality time with Paz on the Playa del Alba beach. Here are some tips for making the most of the encounter:

- Paz runs away when you choose Swim Trunks for Snake's uniform.
- If you try to CQC Paz, Snake's hand hits Paz's chest, resulting in her slapping Snake. Paz's Affinity goes down.
- Paz runs away and says a line only for this specific situation when you choose any Naked uniform.
- If you have the Love Box equipped within Paz's visual range, she joins Snake in the Love Box and the mission is cleared. But don't attempt this until raising Paz's Affinity by using the CO-OPS COMM. options. The higher Paz's Affinity climbs, the higher the clear rank for the mission.
- Paz's Affinity goes up/down according to Snake's actions. If her Affinity keeps decreasing, she leaves and the mission is a failure.

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- Paz reacts when Snake faces the camera toward her.
- Paz reacts when you lay a magazine near her.
- Paz dances if you play *Koi no Yokushiryoku* on the Walkman.
- Paz's Affinity goes up if you say nice things to her via CO-OPS COMM.
- Paz falls asleep and talks in her sleep if you use a Battle Cry effect. This also triggers a radio call conversation between Cécile, Kaz, Huey, Amanda, Chico, and Dr. Strangelove.
- If you attack Paz even once, it is game over.

If you clear Date with Paz with an S rank, the next time you enter this mission Paz will be wearing a bathing suit. Also when you achieve this, under Mother Base/ Staff (unique characters), Paz, Amanda, and Cécile's Model Viewer will show them wearing bathing suits.

TIP

## Date with Kaz

Yeah, you can even spend some special time alone with Kaz in Extra Ops 068. This plays out similar to the Date with Paz mission:

- If you choose Swim Trunks as your uniform, Kaz appears in Swim Trunks, too.
- Kaz will react when Snake approaches him in any Naked uniform.
- If you have the Love Box equipped within Kaz's visual range, he joins Snake in the Love Box and the mission is cleared. But don't attempt this until raising Kaz's Affinity by using the CO-OPS COMM. options. The higher Kaz's Affinity climbs, the higher the clear rank for the mission.
- Kaz's Affinity goes up/down according to Snake's actions. If his Affinity keeps decreasing, he leaves and the mission is a failure.
- Kaz reacts when Snake faces the camera toward him.
- Kaz reacts when you lay a magazine near him.
- Kaz dances if you play *Koi no Yokushiryoku* on the Walkman.
- Kaz's Affinity goes up if you say nice things to him via CO-OPS COMM.
- Use a Battle Cry to trigger a radio conversation between Cécile, Huey, Amanda, Chico, Dr. Strangelove, and Paz.

Try placing a CODEC call while the Men's Cologne recovery item is equipped to receive an ego-boosting response from Cécile, Amanda, and Paz.

TIP

## UNIQLO Collaboration

Gather UPC codes (13 digits) from UNIQLO's UT line of *Metal Gear Solid: Peace Walker* branded clothing—total of 10 designs, 14 colors. Enter the UPC codes via the Extras menu to obtain special unlockable UNIQLO collaboration soldiers. Entering the UPC pass code requires a PSP network connection. Each soldier wears a T-shirt featuring the same UNIQLO clothing design as the source of the UPC code. Once a soldier is obtained, you will be able to outfit Snake with the same T-shirt for use in the game.

## HORI Collaboration

Get unique codes (16 digits) from the instruction manual of *Metal Gear Solid: Peace Walker* branded HORI PSP accessories. Enter the codes via the Extras menu to obtain a special HORI collaboration soldier. Each unique code can be used only once. Entering the code requires a PSP network connection. The soldier wears a T-shirt featuring the HORI logo. Once this soldier is obtained, you will be able to outfit Snake with the same T-shirt for use in the game.

## WALKMAN Collaboration

Obtain a unique code (16 digits) included in the package for the WALKMAN-W series of music players from Sony. Enter the codes via the Extras menu to obtain a special WALKMAN collaboration soldier. The soldier wears a T-shirt featuring a WALKMAN design. Once this soldier is obtained, you will be able to outfit Snake with the same T-shirt for use in the game.



TACTICAL ESPIONAGE OPERATIONS  
**METAL GEAR SOLID**  
P E A C E W A L K E R

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